

# MacArcade

Don Rittner's Top  
Shareware Game Picks

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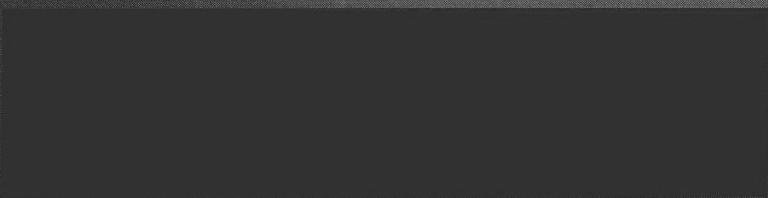




# MAC ARCADE



Don Rittner's Top  
Shareware Game  
Picks



VENTANA  
PRESS

## **MacArcade: Don Rittner's Top Shareware Game Picks**

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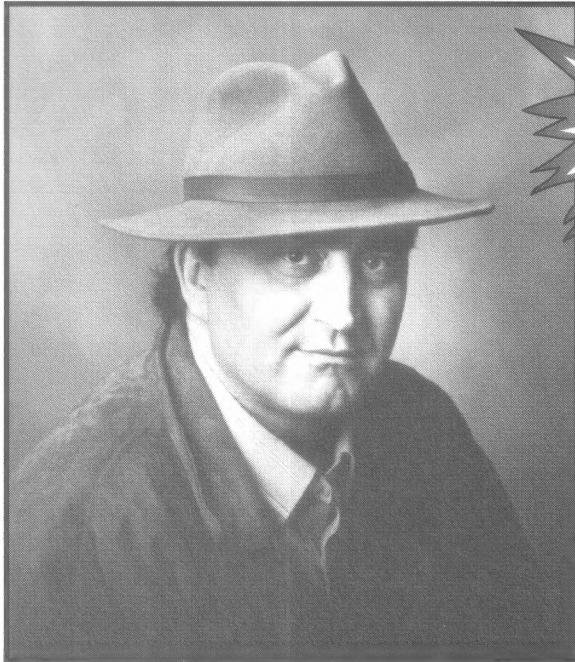
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## About the Author

**D**on Rittner is a computer journalist specializing in personal communications. He is the founder and editor of MUG News Service, an international news service that reaches more than 350,000 computer users worldwide. Having written for the Macintosh user group community for the past 10 years, Don currently leads the User Group Forum on America Online.

A lifelong environmentalist, Don is the author of *EcoLinking—Everyone's Guide to Online Environmental Information* (Peachpit Press, 1992), acclaimed as the definitive guide for environmental networking. It has been called the "environmentalist's Bible."

Don spent 20 years studying and preserving the Albany Pine Barrens and in 1977 received the Nature Conservancy's Oak Leaf Award. In 1983, he teamed up with the late Raoul Vezina and published the syndicated environmental editorial cartoon "Naturalist-At-Large." In 1985, he was given the Executive Award for Environmental Impact from the New York State Outdoor Education Association. Don continues his environmental work as host of both the Environmental Forum and the Society for Environmental Journalists Forum on America Online.

Still an activist, Don is the founder and president of Computer Users for Social Responsibility, Inc., a nonprofit organization dedicated to the use of personal computers for the common good.





*acArcade* wouldn't have many pages if it weren't for all those great programmers who have produced the games in this book. My thanks and appreciation go to all of them, and especially to Oliver Dreer, Ben Haller, Steven Crutchfield, John Calhoun, Randy and Brian Wilson, Tony Small, Tad Woods, R.-Daniel Paris and C.K. Haun, all of whom gave me permission to include their gems on the *MacArcade* Top Ten disks in this book.

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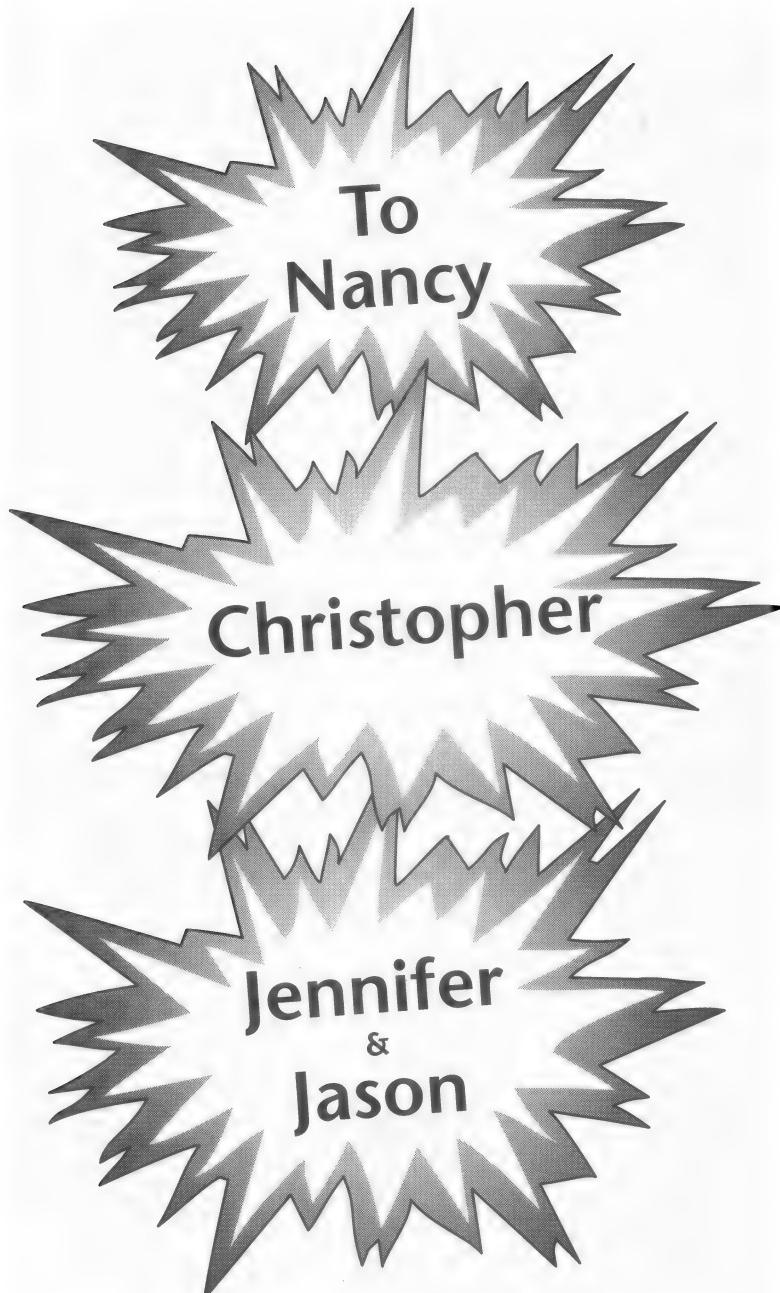
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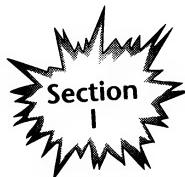
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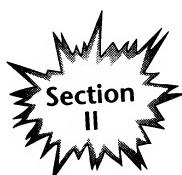
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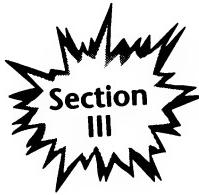
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If you like to play electronic games (or even pinball for that matter!) *MacArcade* is your lively, opinionated guide to the top 40 shareware arcade games around. This book not only introduces you to my favorite Mac games (including 10 you can start playing right now), it also gives you easy access to the rest of the top 40, enough games to keep you happy for a lifetime!

*MacArcade* features the best games with the best graphics. Think of it as a Shareware Helper—leading you to the best, offering instant gratification (in the form of the two-disk set at the back of this book) and bringing you behind-the-scenes information on the games and the people behind them.

Moreover, the book saves you the time and agony of sorting through the thousands of Mac shareware games available. You don't have to spend hours and hours crashing your way through the mega megabytes of the good, the buggy and the bad. I did all the legwork for you.

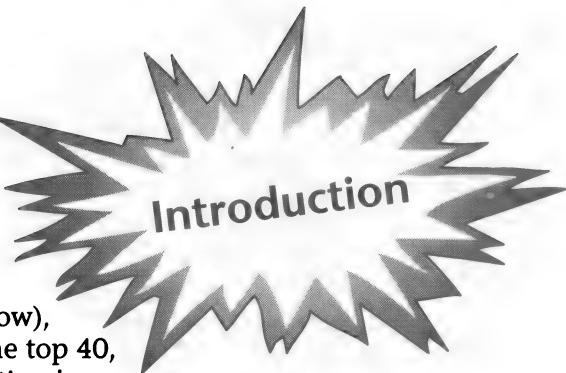
In the spirit of shareware, you get to test-play the *MacArcade* top 40 games before you buy. If you decide to keep the game, you pay the author the small fee that he or she requests, thus contributing to a wonderfully inventive and independent niche of the software business. Compare this "try-it-before-you-buy-it" method to the alternative of purchasing hundreds of dollars worth of commercial software. There's no denying, shareware is a bargain to out-bargain all bargains! (See Section I, "Ready, Set, Play!," for more information about shareware and how it works.)

## What do you need to play?

You can play most games in *MacArcade* on any Mac from the Mac Plus to the PowerBooks and Quadras. The ideal Mac setup, however, is a Mac II series machine—at least an LC or Performa—with a 13-inch, 8-bit color monitor (256 colors) or better, 2 Mb of RAM (4Mb is even better), running System 6.0.7 or 7.

A hard drive is recommended but not required. Even if you use an old Mac Plus, you can play about 60 percent of the games in this book with no problems.

Each game in *MacArcade* lists all the system requirements you need to know. This information is also featured in an easy-to-read chart on page XX. At a glance, you can find out which Macs the games will work on. I have personally tested the games on a Mac Plus, accelerated Mac Plus (MicroMac upgrade), SE, MacII/IIX, LC, IIxi and a PowerBook 170 using various system configurations. The editors of *MacArcade* and a team of



play testers also ran many of the games on other machines, including a IIci and Quadra 700. I have also included compatibility information from the authors of the games.

If all this sounds like a lot of testing and tweaking over a few simple games, don't let it scare you. Every game in *MacArcade* has proven to be stable, solid and reliable—but most of all, fun!

## **Want more fun & games?**

If you like the top 10 games included on the two-disk set in the back of this book, *MacArcade* provides information on how to find the remaining games. If you don't have a modem, the book provides information on how to get the other game hits covered in this book. These 30 programs are available on disk cheap (see back of book for ordering information). If you're online, you'll find information on where to locate the games on such services as America Online, CompuServe and GEnie. Or you can get them from my own BBS.

*MacArcade* also gets you plugged into game forums, games-oriented user groups—in short, an entire community of people who know the hottest and newest electronic games.

## **How to use this book**

*MacArcade* includes three sections: "Ready, Set, Play!," "Let the Games Begin" and "The Best of the Rest." The first section offers information and insight into shareware and games on the Mac. It's a great launch pad for your journey into the weird and wonderful world of Mac games. The top 10 section gives you the low-down on my top game choices. You will probably want to jump right in by dropping them onto your hard drive, decompressing the files (by double-clicking on them) and playing! If you like those, you'll want the rest of the top 40 games, covered in "The Rest of the Best." This book offers lots of advice and help for accessing those games—with or without a modem.

You can read *MacArcade* cover to cover, or skip around and pick out your favorites. And if you're looking for a quick guide to which games are right for you and your Mac, the second page of each game review tells you about machine compatibility, memory requirements (RAM), monitor compatibility (including whether the game runs in black-and-white, 16-color mode or 256-color mode) and mouse or keyboard configuration.

Because most Mac users never read documentation, I included enough basic information in each game description to get you started playing right away. But since most games come with some kind of documentation, more help is there if you need it.

Each game description contains the following information:

- ★ game title
- ★ author's name, address and e-mail address
- ★ game version and year of release
- ★ shareware fee, if any
- ★ number of players supported
- ★ details on game documentation
- ★ monitor requirements and color modes
- ★ file locations on America Online, CompuServe and GEnie
- ★ Mac compatibility and play-testing results
- ★ summary of the game, including details on how to play
- ★ hints, tricks and undocumented features
- ★ biography of the game author

## **Keep in touch**

I would like to get your feedback on these games and other great Macintosh games you think should be part of my top 40 list. Your input may help me shape future editions of *MacArcade*. You can contact me electronically on the following networks:

America Online: AFL DonR

Applelink: UG0194

Bintet: drittner@albnyvms

CompuServe: 70057,13257

GEnie: MNS

Internet: drittner@aol.com or drittner@uacsc1.albany.edu

Or you can send me mail in care of *MacArcade* publisher Ventana Press, PO Box 2468, Chapel Hill, NC 27515.

—*Don Rittner*  
*Schenectady, New York*



# **Section I**

**READY  
SET,  
PLAY!**



If I could get back all the quarters I dropped into video arcade games during the Seventies and Eighties, I'd be a rich man. Who would have thought quality versions of many of those early games—Pac-Man, Qix, Asteroids, Galaxian, Pong and others—would one day be available for the Mac? What's more, who would have imagined we could own the game for a fraction of what we spent playing them in the arcades?

Everyone plays games—it's as natural as breathing or eating—be it a leisurely pursuit like solitaire, or rigorous athletic competition like football. Games have been a part of the human experience for a long time. There's little doubt that humans in prehistoric times played games, probably mimicking animal play. Evidence of game playing dates back more than 5,000 years ago in North America: at a site in Tennessee, archaeologists discovered a primitive ring-and-pin game. In the graves of pre-dynastic Egypt dated 3000 B.C., archaeologists found marbles, ninepins, board games and several ball games. The ancient Olmecs and Aztecs played ball thousands of years before Nolan Bushnell, the founder of Atari, invented Pong, based on that early ballcourt game.

*MacArcade* is about games, specifically Macintosh games. Thousands of computer games, both commercial and public domain, exist for the Macintosh. Many of the noncommercial games are excellent, even of commercial quality or better. Unfortunately, as with other types of software, some games don't meet high standards. This book saves you the time, money and agony of sifting through the Mac universe of games to get the good ones. *MacArcade* presents the best of the lot—the top 40 shareware arcade games. You'll also learn how and where to get them. Moreover, the top 10 shareware arcade games are on the disks included with this book, so you can begin having fun immediately.

## What is this "shareware" thing?

Shareware is a concept not found in any other industry. Imagine going down to the local car dealer and having the salesman say, "Here are the keys to this new, top-of-the-line model. Take it home, drive it for a few weeks, and if you like it, send us a check!"

Or, let's say you visit a local builder who recently developed a cluster of houses, and you ask if you can move into a new five-bedroom Colonial for a couple of months, just to see if you really like it. After three



The victor all his  
remaining days  
Breathes a delicious  
and serene air  
When he remembers  
the games.

Pindar, Greek poet  
518-442 BC

months, you decide it isn't the house for you, and you move out. You hand the developer the keys—no transfer of money, no questions asked!

You're probably wondering by now if I'm out of my mind. No business person in his or her best mental state would allow anything like that to occur! But something quite similar does happen every day in the computer industry—it's called shareware.

Hundreds of programmers design and write software and make it available for you to try first. If you like and use the program, and only if you like it, you're asked to send the programmer a small fee for his/her troubles. The programmer may not even request cash—sometimes all a shareware author asks for is a letter saying you like the program or a donation to your local charity!

If you don't like it, you can send the program to digital heaven—the old familiar Trash Can on your Mac desktop. Or better yet, before deleting the program from your hard drive, put a copy of it on a floppy and pass it along to a friend who might like or use it—shareware authors encourage this method of distribution.

This shareware concept, the chance to "try before you buy," is popular in the computer software industry.

You may be thinking that shareware can't be any good if these folks can't sell it the old-fashioned, conventional, high-gloss, shrink-wrapped, cardboard-stuffed, overpacked, slick, multicolored, high-priced, commercial way. Not so! Many shareware programs are equal to or better than similar commercial programs.

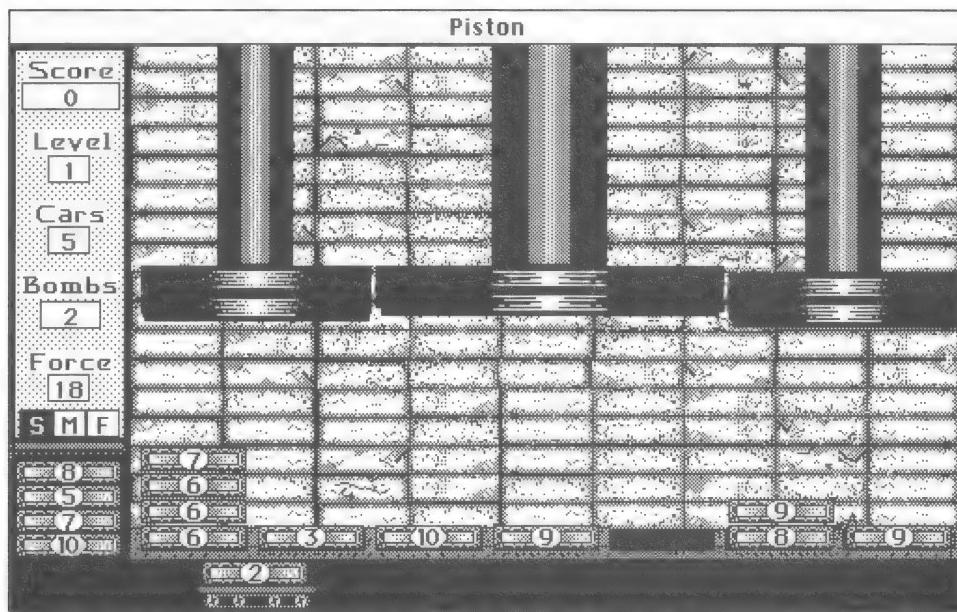
Unfortunately, shareware programmers are seldom compensated appropriately for their labors. Human nature being what it is, few shareware users send in their payments. As a result, shareware's future as an alternative method of software distribution remains uncertain as more and more authors take their programs commercial. But for now, fortunately for us, there is a great selection of shareware games to try.

The moral of this story is that all the games described in and included with this book are either shareware or free. Some of the authors ask for money; not much, but a little something (usually about \$10 each). Some just ask for a non-monetary token: a picture postcard of your hometown or a cryptic message sent to a friend of the author—one even requests a case of beer (aptly called Beerware)! Please honor these requests. If you do, you are often rewarded by getting updates, manuals and other goodies from the authors.

Besides that, you'll save money! If you paid the shareware fees for the top 10 games, it would cost you only \$103. If you paid the shareware fees requested for all 40 games described in this book, you would pay only \$266. That's about what you would pay for five or six commercial games at your local software store! So please, since it's in your own best interest to reward great shareware authors, send in your shareware fees.

## Where do I get this stuff?

*MacArcade* features two disks containing my top 10 picks, so you don't have to wait. You can jump right into hours of enjoyment and entertainment. The other 30 games described in this book can be downloaded (transferred from a host computer to your Mac via a modem) from bulletin boards and the major online services, notably America Online, CompuServe and GEnie. Or you may want to join a local Macintosh user group, which will probably have many of these games in its library of shareware and public domain software.



### Online services

You can find all the games in the *MacArcade* posted on the major online services. If you want to build a big collection of games, you'll also find thousands of other shareware games there.

Since shareware authors release their programs directly to online services, they are a good way to find the latest and greatest goodies. Besides downloading games and other software, you can use online services to send electronic mail to other computer users, including many shareware authors.

Obviously, you will need a modem to take advantage of an online service. You can get a reliable modem for less than \$100 at your local computer or software store, or through a Mac mail order firm.

In the book, I show you where each featured game can be found on America Online, CompuServe and GEnie, along with the approximate downloading time, so you can estimate the time and cost for downloading each game from a particular service. Downloading times are based on 2400 bps (bits per second) access, the most common modem speed today. On some services, you are charged a higher rate if you use a faster modem speed.

Access rates and other specific details (membership and monthly fees) differ from one service to the next. So call the service you're interested in before signing up to confirm the current rates and terms of service.

**America Online (AOL)** America Online caters to the Macintosh, Apple II and PC platforms and uses a graphical interface for navigation. It is by far the easiest service to use and one of the least expensive. America Online's custom software for accessing its system features a special graphical interface and comes with some free online time to try out the service. *The Official America Online Membership Kit & Tour Guide* is available in retail stores, or you can get the software directly from AOL.

The games library can be accessed by using the keyword: MacGames. To use a keyword, press and hold the Command key (the key with the cloverleaf) and then press the K key. Then type the keyword you want to use—in this case: MacGames. If you'd rather not use a keyword, you can simply click on the Departments button that appears when you log on, then click on the Computing & Software icon, then the Games and Entertainment Forum and the Arcade library folder.

Another place on America Online to find great games and top-notch shareware of all kinds is the Ventana Press Mac Shareware 500 Library. Use the keyword "Mac500" to have instant access to the top 500 Macintosh shareware programs.

For more information, call AOL at (800) 827-6364.

**CompuServe Information Service (CIS)** CompuServe is the oldest and largest online service. To log on to CIS, you need to purchase a CompuServe Membership Kit. Unlike America Online, you can sign onto CompuServe using a modem and your favorite telecommunications program—but you might want to ask CompuServe about third-party software packages that make using the service much easier.

To get to the Games library, type "Go Mac Entertainment Forum," and then choose the Arcade/Action Games Library.

For more information about joining CompuServe, call (800) 848-8199.

**General Electric Network for Information Exchange (GEnie)**

GEnie is similar to CompuServe in that it's a text-based online service offering a variety of features for nearly any kind of personal computer,

including the Macintosh. GEnie has a great Macintosh section with a special library for games. You can sign onto GEnie using your modem and your favorite communication software program.

Type "Mac" at the prompt: that takes you to the Mac Roundtable. Select item three to get to the Macintosh software libraries; then choose number eight to select the Software Library/Games and Entertainment section; then select item three for the Games Library.

For more information, call GEnie at (800) 638-9636

### **User groups**

Joining a user group is fun because you can learn more about your Mac at regular meetings, and because user groups often find great games (as well as other useful software) to share with their members. If you don't already belong to a user group, call Apple Computer at (800) 538-9696, extension 500. The folks at Apple will help you find a local user group. You can also join a national user group, such as the Home and School MUG (Macintosh User Group) that specializes in games and educational software.

**National Home & School Macintosh User Group** The National Home & School Macintosh User Group (also known as the GAMER Project) is a nonprofit corporation and an Apple-registered user group with international membership. The group promotes the entertainment and educational capabilities of the Macintosh by offering support for game enthusiasts, educators, parents introducing their kids to computers and shareware authors seeking convenient worldwide distribution of their software.

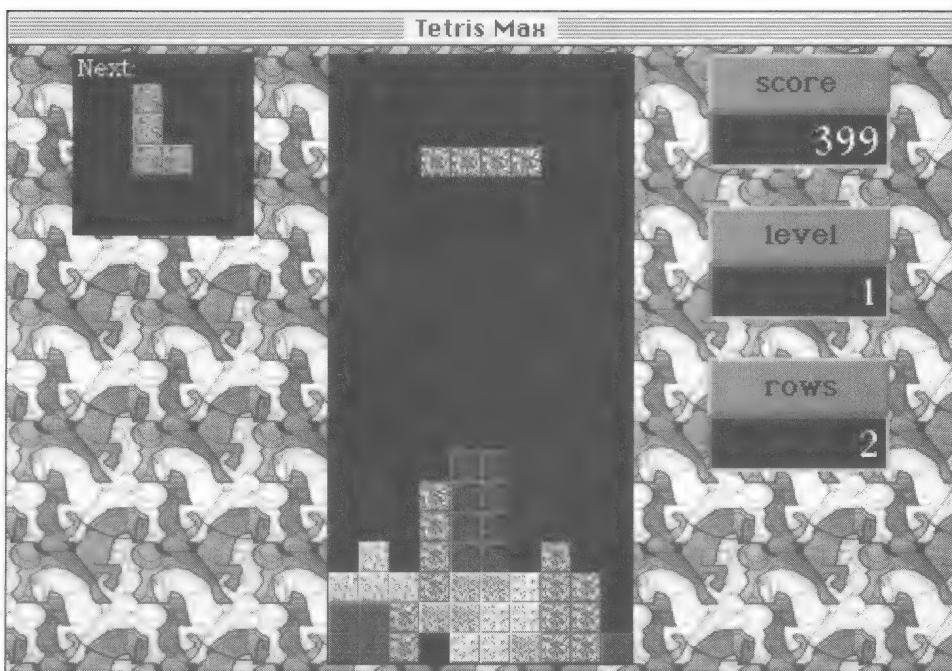
The group's bimonthly disk-based magazine, *Home & School Mac*, fills a niche that the corporate-oriented magazines neglect. Contact the National Home & School MUG at PO Box 640641, Kenner, LA 70064.

**MNS Online BBS** As a service to the readers of this book, you can download all of the games described in *MacArcade* from my bulletin board (MNS ONLINE), which uses the Firstclass BBS software, taking advantage of traditional Macintosh conventions like pointing and clicking on icons and folders. You can access the board any time at (518) 381-4430. Currently the board runs at 9600 bps, but also supports lower speeds. For free access to a special library featuring the 40 games listed in *MacArcade*, send in the registration form in the back of this book; and when you sign on to MNS ONLINE, send me a note (addressed to "Admin") explaining that you bought *MacArcade* and registered with the BBS by returning the appropriate card.

## **Shrunk to fit**

You will see that most of the game listings found on the online services are followed with a file-name suffix such as .SEA, .SIT, .DD or .CPT. This means the file is stuffed (or compressed) to make it smaller in size, dramatically reducing the file's download time (and thus, your online expenses). The files are compressed with programs known as file compressors, archivers or compactors; StuffIt, DiskDoubler and Compact Pro are the most popular ones on the market. If a file's name sports a suffix of .SEA, it's a self-extracting archive or file, and you don't need the actual compression program to expand the file. Files that are not self-extracting, however, require a copy of the compression program for expanding the files so they can be used. Fortunately, the companies that make compression software also provide free or shareware versions of their unstuffers. If you don't already have these files, you need to download them from an online service or get them from your local user group. You need to obtain the following files: StuffIt Classic or StuffIt Lite, DDExpand and Compact Pro.

The top 10 game files included on the enclosed two-disk set are self-extracting files. You only have to copy them onto your hard drive and double-click on them to expand them; then you can play until your fingers wear out.



## **Other needs**

While I've tried to select games that will run well on nearly every Macintosh, no piece of software (shareware or otherwise) runs flawlessly on every Mac in all conceivable configurations. With advances in computers coming at such a dizzying rate, it's easy to get left behind. But I've taken a few steps to try and help those of you with older (but still functioning) Macs get the most from your shareware games.

## **High-density dilemma**

Most of the games I've selected for my top 10 take up a lot of space. In order to fit the top 10 onto two disks, I have used the newer, high-density disks that hold 1.4 megabytes, rather than the conventional 800k floppy. If your Mac does not have a high-density floppy drive (called the Superdrive), and you don't have a friend or co-worker who can transfer the games to 800k disks for you, don't despair—you can still get the games on four 800k disks: send a check or money order for \$5 to Ventana Press Customer Service at PO Box 2468, Chapel Hill, NC 27515; or you can call (919) 942-0220 for further details or credit card orders.

## **Compatibility blues**

Although all the games in this book were tested on a variety of Macs in a wide range of configurations, the basic system that I most often used for play-testing the games is a Mac II with a 13-inch RGB color monitor and a math coprocessor (to speed up the graphics). I tested the games under Systems 6.0x and 7. But just as some people have older disk drives, not everyone has a Macintosh system equivalent to mine, so I have included in each game a review list of the Macs I tested the games on and details of any hardware and software incompatibilities.

But the quickest way to find out which games will run on your Mac is to check the compatibility chart in the Resource Guide in the back of this book. It shows at a glance exactly which games will run on the various Mac systems. By checking the chart, you can see how many of the games will work on your particular Mac. As a rule of thumb, most of the games in *MacArcade* will run on a Mac Plus.

## **SoftwareFPU**

Some games require the presence of an FPU (Floating Point Unit), a special chip that processes graphics and math. It's also known as a floating point coprocessor or math coprocessor. Until recently, all models of the Macintosh II family came with an FPU installed. However, Apple has recently begun shipping some models of the Macintosh (LC, LCII and IIsi, and the new Performa series) without an FPU. Luckily, a special program that emulates the functions of an FPU is available from John

Neil & Associates. SoftwareFPU is a Control Panel Device and Init that work in tandem to perform the same function as a hardware FPU. You simply drop SoftwareFPU into your System Folder and that's it. SoftwareFPU is shareware, and the author requests a fee of \$10. It's a real bargain, since most hardware FPUs cost around \$80. SoftwareFPU is available from most online services and user groups.

You should be aware, though, that SoftwareFPU only works on Macs with a 68020 or higher processor. It does not work on Macs with the 68000 processor (Mac Plus, SE, Classic). Even if SoftwareFPU were compatible with the older Macs, there would be other reasons why certain games and programs wouldn't work. In general, many games and applications are written specifically to take advantage of the faster processors, displays and color capabilities of the Mac II line of computers. But don't despair; there are still plenty of great games out there that work just fine on your favorite old Macintosh computers, as you'll soon find out.

### **Bring on the games!**

The top 40 games selected for *MacArcade* fall under the general heading of arcade-type games. These are fast moving, shoot-'em-up games. They are easy to play, have lots of action and sound and are a challenge to master. My selections cover an assortment of arcade-game categories, and I have tried to put together a collection of games that will keep your interest for some time. Some of the games are classics—written in the early years of the Mac—but are still as much fun to play today as they were back in the old days.

### **Rittner's Top 40 Hits**

I picked and ranked my top 40 games by how often I play each game. Obviously, the games I play most fall at the top of the list. Those picks included on the disks that come with *MacArcade* excel in graphics, animation, sound and overall quality of play. Some of these games are commercial quality. In fact, a few are now in the commercial channel, and the versions distributed with this book are the last shareware releases you'll see of them. (Diamonds, Glider and Pararena have gone commercial, and more will follow.)

Each game description in *MacArcade* contains the following information:

- ★ name, street address and electronic mail address of the game's author
- ★ shareware fee, if any
- ★ summary of the game
- ★ number of players supported
- ★ whether online or other documentation or other support is provided
- ★ necessary system requirements for play (such as black-and-white or color)
- ★ minimum RAM requirements
- ★ Macs the game was tested on
- ★ movement controls (mouse, keyboard, user-configurable keys)
- ★ comments about features and game play
- ★ general description of the game
- ★ hints, tricks and undocumented features
- ★ online location (AOL, CIS and GEnie) and estimated download time at 2400 bps
- ★ any related files or enhancement modules
- ★ the game's author's biography (and picture, if available)
- ★ screen shots

I featured most of the shareware authors with a biography and picture in hopes that once you see the real person behind the game, you'll write that shareware check without delay. But some game authors faded into Mac history and cannot be traced. I'm sure they wouldn't mind if you made a small donation on their behalf to your favorite charity.

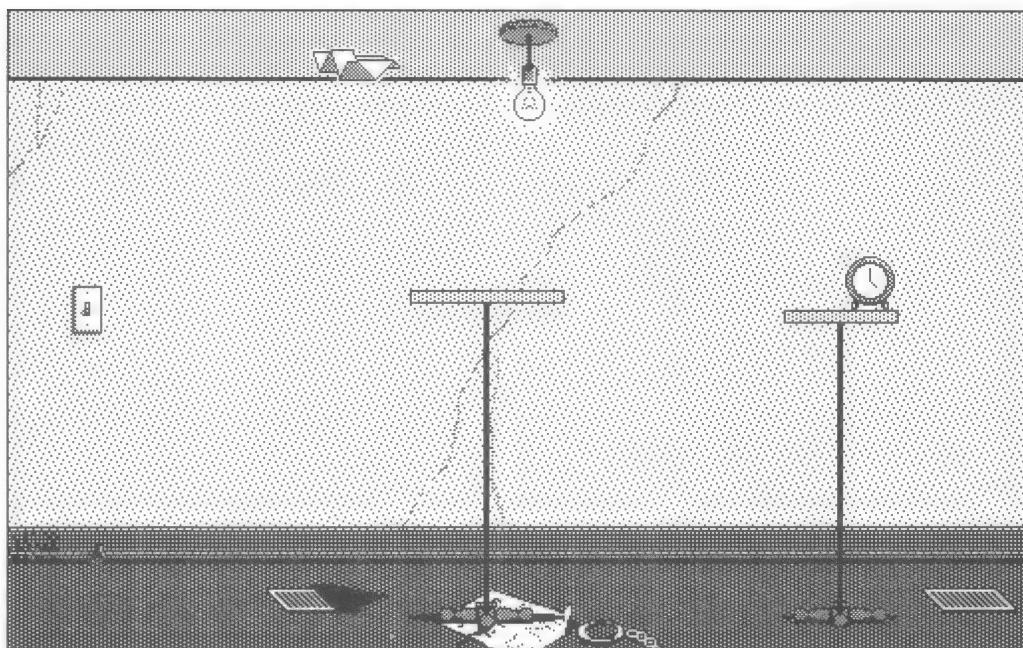
To make it easy for you to register your shareware payments, I have enclosed a special HyperCard stack on one of the top 10 disks. The stack contains a form letter to each of the shareware authors with their address, amount of payment requested and room for your name and address. Just select the game from the HyperCard stack, click on it, print it out, write your check and mail it—things couldn't be any easier.

## RITTNER'S TOP 40 GAME PICKS!

No.	Name	Author	Fee	Type
1	Diamonds	Oliver Dreer	\$20	Breakout
2	Solarian II	Ben Haller	\$25	Galaga/Galaxian
3	BeamWars	Steven Crutchfield	\$15	Tron
4	Glypha II	John Calhoun	\$0	Joust
5	Continuum	Randy & Brian Wilson	\$10	Defenders
6	Glider +	John Calhoun	\$8	Unique
7	MovoD II	Tony Small	\$10	Tank
8	Spacestation Pheta	Tad Woods	\$9.95	LodeRunner
9	SnakeTIX	R.-Daniel Paris	\$0	Pac-Man
10	Piston	C.K. Haun	\$5	Unique
11	Jewelbox	Rodney Jacks	\$10	Tetris
12	Iraq Attack	Mark Adams	\$10	Defenders
13	Pararena	John Calhoun	\$8	Unique
14	Bachman	Ingemar Ragnemalm	\$10	Pac-Man
15	Roboids	Glenn Seemann	\$5	Berzerko
16	MacMan	John Butler	\$8	Pac-Man
17	Brickles Plus	Ken Winograd	\$10	Breakout
18	Minefield	Kendall Redburn	\$0	Minesweeper
19	Tetris Max	Steve Chamberlain	\$0	Tetris
20	Slime Invaders	Ingemar Ragnemalm	\$0	Space Invaders
21	RoboWar	David Harris	\$10	Unique
22	Sparkz	Marc Dutil	\$25	Qix
23	MacBzone	Randy Frank	\$10	Battlezone
24	MacChase	Kevin Gong	\$10	Pac-Man
25	Desk Invaders	Graham Cox	\$0	Space Invaders
26	Russian Roulette	John Lindal	\$5	Shooting Gallery
27	Project S.T.O.R.M.	Juri Munkii	\$0	Tempest
28	Hangman Plus	Ken Winograd	\$10	Hangman
29	Columns II	Chris Christensen	\$7	Tetris
30	Blocker	Hiroyuki Kodani	\$0	Unique
31	Cannon Fodder	John Barnett	\$5	Artillery
32	Nuke Snake	David Riggle	\$10	Tank
33	Bspeede	Ron Kaps	\$5	Centipede
34	Megaroids II	Mike & Mitch Bunnell	\$0	Asteroids
35	Social Climber	CSI Design Group	\$0	LodeRunner
36	Billiard Parlour	R. Crandall, et al	\$0	Pinball
37	Missile Command	Robert P. Munafo	\$0	Missile Command
38	Toxic Ravine	Glenn R. Wichman	\$5	Unique
39	Gnop!	Bungie Software	\$0	Pong
40	Darts	Bob Boylan	\$0	Unique

## An added bonus

I've also included one additional program on the top 10 disks: a utility called ColorSwitch by Andrew Welch. ColorSwitch is a Control Panel that you drop into your System Folder. It allows you to quickly and easily switch between the available color modes on your Mac. You will note that the games in the book require different color settings on your monitor. Some games only run in black-and-white, some use only the 16-color mode, while others work only under the 256-color mode. Switching between these different settings using Apple's existing Monitors Control Panel is a pain. With ColorSwitch, it's as simple as hitting a configurable hot-key and selecting the color mode. For System 7 users, it's even easier—ColorSwitch installs a new Monitor icon in the Menu bar, next to the Balloon Help icon. All you do is click on the Monitor icon and select the desired color mode. To use ColorSwitch, you must have a Mac with color QuickDraw capability (any of the Mac II line), and you must be running System 6.0.5 or later. Andrew requests a \$10 shareware fee. So, if you use ColorSwitch, send the payment to Andrew Welch, Ambrosia, PO Box 23140, Rochester, NY 14692.





**Section**  
!!

**LET THE  
GAMES  
BEGIN!**



# DIAMONDS

Bounce the ball  
hit colored bricks,  
see why this is my  
favorite pick!



by Oliver Dreer ♦ Version 1.6

# DIAMONDS

**Title:** Diamonds  
**Version:** 1.6  
**Year:** 1991  
**Author:** Oliver Dreer  
**Address:** Im Egg 35, CH-4147 Aesch, Switzerland  
**Internet:** odreer@iic.ethz.ch  
**Cost:** \$20

If you have System 6.0.7 or later (including 7.0.x), you will hear multiple channels of sound. My number one pick.

**Players:** 1

**Documentation:** Online help available; ReadMe file.

**Monitor compatibility:** Runs in 256-color mode only; requires a Mac II family machine.

**Suggested RAM required:** 1500k

**Machines tested:** Mac II (RGB 13-inch monitor, System 7 & 7.1); IIci (System 6.0.7 & 7). Documents also list compatibility with IIx and IIci.

**Movement control:** Keyboard (nonconfigurable).

**Availability:**

**Download time (2400 Bps):** <47 minutes

**AOL:** Games & Entertainment Forum; Arcade Library; type keyword: MacGames; file name: Diamonds.sit

**CIS:** Go Mac Entertainment Forum; Arcade/Action Games Library; file name: DIAM16.SIT

**GEnie:** Games library in Mac Roundtable; file name: DIAMONDS 1.6.SIT, file number: 23254

**Related files:** Custom levels can be created using the level editor. You might try playing with other Diamonds owners' custom levels.

## GAME SUMMARY

**This is a beautiful break-out game. The object is to get rid of all the colored bricks by bouncing a ball against them. A number of hazards exist, so it's easy to get sucked into oblivion.**

## THE SCOOP

 One of the best and most attractive games I've seen on the Mac, Diamonds features superb animation and sound. In fact, you get multiple channels of sound on a Mac II or better, using System 6.0.7 or later. While this may not excite those of you who use the internal mono speaker that comes with your Mac, if you pipe your Mac's sound through an amplifier or third-party sound peripheral, you'll appreciate this nice touch.

Diamonds is patterned after the familiar break-out type games. You hit a colored ball around a playing arena filled with different combinations of colored bricks and barriers. The bricks are layered over a gorgeous, mountain-scape background (I'm guessing Switzerland, the author's home). After you've cleared all the bricks that match your ball's initial light blue color, you bounce your ball against a paintbrush

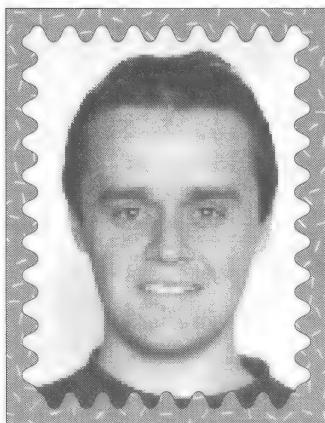
of the appropriate color to match the color of the bricks you want to knock out. As the game progresses and you move to new levels (there are a total of 17), you need to hit keys to unlock the colors. You'll want to stay away from certain killer bricks that suck your ball into oblivion. The last bricks you have to knock out are emblazoned with diamonds (hence the name), and once you smash them, you advance to a new screen full of more bricks and diamonds, which are tougher to clear.

A level editor lets you create your own custom levels that you can share with friends who also own a copy of the same version of Diamonds.

Others agree that Diamonds is a great game. In fact, Varcon (a commercial software company) has purchased the rights to the game, added some improvements, and sells it commercially.



## AUTHOR BIO



Oliver Dreer was born 1969 in Basel, Switzerland, and still lives there today. He finished school and started studying Informatics at the ETH Zurich in 1989.

He was introduced to computing in 1981, when his brother bought a Sinclair ZX-81 (Z80 with 1k RAM!). He wrote little BASIC programs. Soon after that, his brother bought his first Apple, an Apple II, including a disk drive. What a step forward! Now, he started programming in BASIC.

Oliver has created some smaller games and a lot of programs that made life in school easier. In 1987, he bought his first Mac—a Mac Plus—and in 1988, he bought a Mac II and has been programming for the Mac ever since.

Oliver started writing Diamonds, his biggest project ever, in January 1990. By summer of that year, he finished Version 1.0, but never released it to the public. His first public release was Version 1.4b3 in January 1991. Version 1.5 soon followed, and in spring 1992, he finished his last shareware version: 1.6. With Version 2.0, Diamonds was sold to Varcon (see Resource Guide for details).

## HINTS & TRICKS

At the first level of the game—and at the start of each subsequent level—your ball is colored light blue. And since there is no paintbrush that matches that color, you should begin by collecting all the light blue

bricks. Once you've painted your ball another color, the only way to turn it back to light blue is to die or advance to the next level.



# COLARION

Keep on shooting,  
stay awake,  
or your buddies will be coming  
to your wake!



by Ben Haller ♦ Version 1.04

# SOLARIAN II

**Title:** Solarian II  
**Version:** 1.04  
**Year:** 1990  
**Author:** Ben Haller  
**Address:** Stick Software  
32 Deerhaven Dr.  
Ithaca, NY 14850  
**Internet:** [deadman@garnet.berkeley.edu](mailto:deadman@garnet.berkeley.edu)  
**Cost:** \$25

I love the action in this game, especially the sounds.

**Players:** 1

**Documentation:** Online help available; text and MacWrite docs.

**Monitor compatibility:** Functions in 256-color mode only.

Requires 13-inch (640 x 480) monitor or larger.

**Suggested RAM required:** 1024k

**Machines tested:** Mac II (RGB 13-inch monitor, System 7 & 7.1);  
IIci (System 6.0.7 & 7); IIci (System 7).

**Movement control:** Mouse and keyboard combination.

**Availability:**

**Download time (2400 Bps):** <61 minutes

**AOL:** Games & Entertainment Forum; Arcade Library;  
type keyword: MacGames; file name: Solarian II 1.04.SEA

**CIS:** Go Mac Entertainment Forum; Arcade/Action Games Library;  
file name: SOLAR2.SIT

**GEnie:** Games library in Mac Roundtable; file name: SOLARIAN  
II 1.04.CPT; file number: 18236

## GAME SUMMARY

**Solarian II is a Galaxian/Galaga-style space arcade game. Try to shoot all the objects attacking your ship. This is one of the best Mac arcade games ever!**

## THE SCOOP

I probably put enough quarters in Galaxian, one of my favorite arcade games, to send my daughter through college. Solarian is the closest thing to a real arcade game on the Mac. Your spaceship is attacked by a variety of critters (17), all exhibiting different kinds of antisocial behavior. Categories of beasties include Swarm Leaders, Bodyguards, Divers, Sweeps, Strafers and Shock Troops. They all live up to their names.

Your job is to destroy them before they destroy you. The beasties are not sitting targets either. They're constantly moving around in formation, making it difficult to hit them. A few of them dive at you in a kamikaze fashion. Watch out for the one called Pentagon! Author Ben Haller aptly named his beasties.

Your weapons include cannon fire, guided missiles and shields.

Every once in a while, supply ships will fly by and drop goodies for you (but only after you shoot them). You must catch the goodies, which isn't easy, since their descent doesn't follow a straight line. Extra prizes like bonus blips, medals and score multipliers periodically appear.

This is a very busy game. Watch out for salvos coming at you; nasties on suicide runs; supply ships streaking across the top of the action; moving and stationary bonus prizes; and the entire cast of nasties swaying back and forth, evading your efforts to blow them away.

The animation, graphics and sound are second to none. Like a lot of great shareware, Solarian II could easily be a successful commercial game; so pay Ben and help preserve Solarian's shareware status.



## AUTHOR BIO

**B**en Haller is a dynamic, charming and...well, downright wonderful human being. He has been writing software for the Macintosh since 1984. The main products of his efforts are Solarian II and a number of modules for the After Dark screen-saver, including Lunatic Fringe—another fast-action video game.

On a more personal note, Ben lives in Berkeley, California, as a genuine imitation hippie, but plans to move to Santa Fe soon so he can hang chiles on his kitchen wall. He hopes to go to school in Santa Fe, studying a classical liberal arts education, including ancient Greek, philosophy, mathematics and the sciences.

Ben is a strict Libertarian (that's a free-market obsessive), has one of the larger collections of CDs in the not-so-free world, rides a Honda Shadow 800 cycle and has a very nice cat (a Siamese) named Iceblink Luck.

The main thing Ben would like to say to everyone in the world is "Hi."

Ben promised to cut his hair into a mohawk and dye it purple if Ventana would publish his picture in color! (Sorry, Ben.)

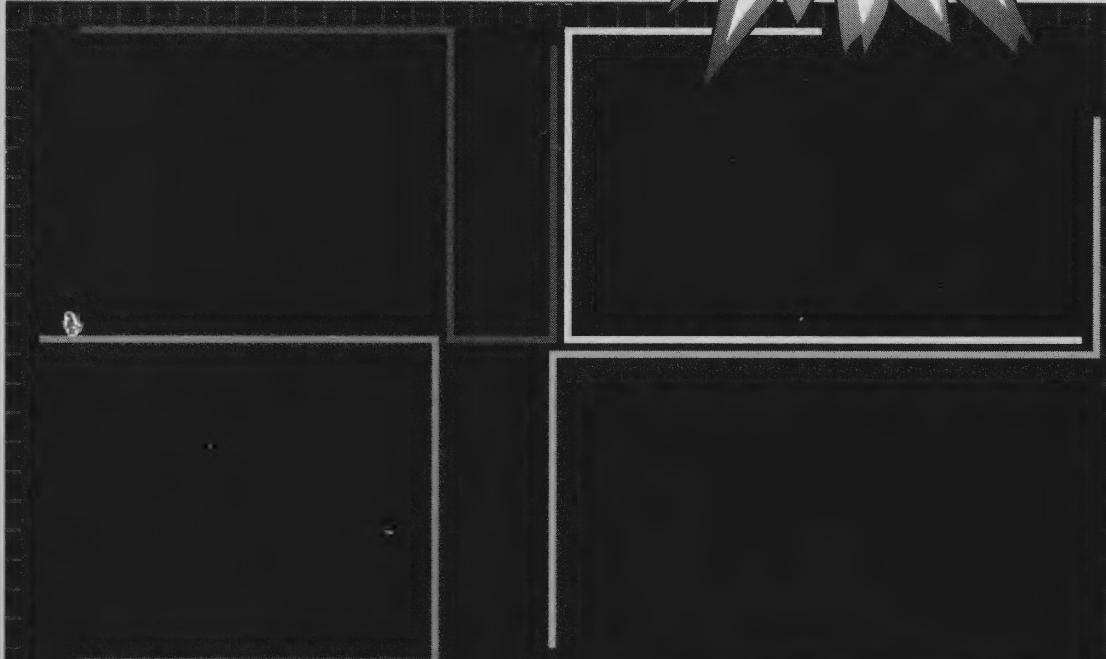


Try to shoot the Pentagon as soon as possible. Use your shield, but use it sparingly.

# BEAMWARS

Guide your beam,  
avoid your foes;  
this game will keep  
you on your toes!

BeamWars™ 2.3.1



I Sc: 2225  
Bo: 4385

II Sc: 1800  
Bo: 4385

III Sc: 2225  
Bo: 4385

IV Sc: 1800  
Bo: 4385

Board Energy:  
911

by Steven Crutchfield ♦ Version 2.3.1

# BEAMWARS

**Title:** BeamWars  
**Version:** 2.3.1  
**Year:** 1991  
**Author:** Steven Crutchfield  
**Address:** 3000 N. Sheridan Rd.  
Chicago, IL 60657  
**Internet:** stevec@imsa.edu  
**Cost:** \$15

A version will be available  
for older, black-and-white  
Macs. Does not support  
sound in System versions  
below 6.0.2.

**Players:** 1 to 4

**Documentation:** Online help available.

**Monitor compatibility:** Designed for 256-color mode, but runs in 16-color mode and black-and-white mode. Needs a Mac II or later, 68020 or '030 processor. Requires a 13-inch (640 x 489) or larger monitor. BeamWars is 32-bit clean.

**Suggested RAM required:** 666k

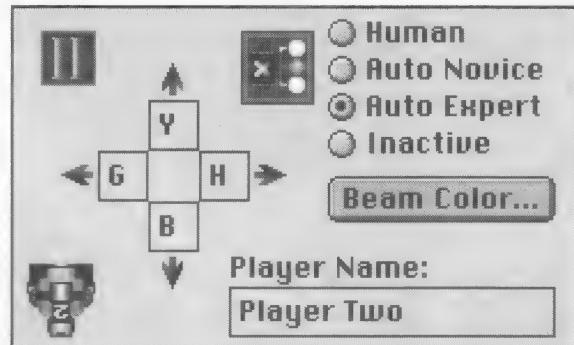
**Machines tested:** Mac II (RGB 13-inch monitor, System 7 & 7.1); IIci (System 6.0.7 & 7); IIci (System 7).

**Movement control:** Keyboard—all four players' controls are independently configurable.

**Availability:**

**Download time (2400 Bps):** <48 minutes

**AOL:** Games & Entertainment Forum; Arcade Library; type keyword: MacGames; file name: BeamWars\_2.3.1.sea



**CIS:** Go Mac Entertainment Forum; Arcade/Action Games Library; file name: BEAMWA.CPT

**GENie:** Games library in Mac Roundtable; file name: BEAM-WARS.SIT; file number: 22830

## GAME SUMMARY

A Tron-like game—BeamWars lets you play against three buddies or the computer. You guide your colored beam around an arena trying to avoid running into other opponents' beams and walls.

## THE SCOOP

Of course, BeamWars is a great game to play against the computer, but for a unique computer gaming experience, connect two keyboards together (for more on that, see the "Hints & Tricks" section), get three friends, and have a great game of BeamWars.

BeamWars is like Tron's first motorbike game. You remember Tron, the movie/video game combination that started all the video merchandising tie-ins that are so common today. As with Tron, in BeamWars, each player controls a colored beam. The goal is to avoid colliding with the other players' beams

or the walls, at the same time forcing your opponents into smaller areas or making them run into the wall. When you have four players, the game is fast-paced, hectic and full of strategy; it's a real challenge.

Everything about BeamWars is configurable: the color of your beam, whether you play real people or the computer—or no one but yourself. Novice to expert levels are available.

The color and graphics on this game are some of the best I've seen. The scoring has a three-dimensional effect.

## AUTHOR BIO



**B**eamWars has a long history! Author Steven Crutchfield started work on the project the summer after his seventh-grade year (he's a high-school senior now), when he decided to try his hand at writing a game for his new Mac II.

Like lots of kids with computers, he had spent a lot of time playing around with Microsoft BASIC, but was ready for something more. So, armed with his trusty copy of Turbo Pascal, he set out to write an adventure-style arcade game that would feature little animated figures running around the screen, attacking and mauling each other with lots of different kinds of evil-looking weapons. However, he quickly learned that complicated arcade games are not a good way to delve into Mac toolbox programming.

So Steven decided to tackle something simpler. He had always loved the original arcade game (which will remain nameless!), and wasn't aware of any "good" light-cycle-type games for the Mac, so he wrote one. He figured that nothing could be simpler than causing key-strokes from the user to send featureless little lines bending around the screen. He found out he was wrong.

By the end of the summer, he had pieced together the original BeamWars 1.0 program. Frankly, it was a mess. The game was played with a red beam and a blue beam traveling across a square white grid on a black background. Besides the simple color graphics, there were some nice sound effects—in fact, the game was probably flashier than most games on the commercial market at the time, but it was almost impossible to finish a single game without a nasty system error.

Steven and his friends had some fun playing the game, but he eventually concluded it wasn't stable at all, and ended up putting it aside. It wasn't until years later—after major code overhauls, modifications and improvements to the game—that Steven finally had a version he was satisfied with.

**B**y late December 1991, Steven thought he had a fully functional, bug-free version of BeamWars—Version 2.3. He quickly uploaded it to America Online and to several Internet file-transfer sites around the country.

The next day, bug reports started rolling in. It seemed that almost no one could get through more than one game without his machine hanging. Steven scanned the program for bugs, and found that every time the game played a sound, the data for that sound was duplicated in memory. So whenever a sound was played, the game ate up a little more RAM until, finally, it crashed the system. Oops! He immediately fixed the problem and released Version 2.3.1, but too late. He still gets letters from people who tell him they've just downloaded a copy of BeamWars 2.3, and it crashes their Mac, and who ask if he can fix the problem and send them the corrected version when it comes out.

So, what are Steven's plans for BeamWars? Before too long, he hopes to release a version that has, among other things, support for group play over a network or modem. Also, a black-and-white version and a version that supports multiple monitor sizes are under construction. Other changes are in the works, too. Oh, and for those of you who've been wondering...yes, that strange announcer's voice in the game ("Player one, bonus!") is his own!

If you have any comments, get in touch—Steven welcomes input from everyone.

## HINTS & TRICKS

Try to close off a half or quarter part of the arena as soon as you can, so your opponent cannot force you into a tight spot.

It's easy to connect two keyboards together: simply plug the ADB cord of the second keyboard into the spot on the first keyboard where you would ordinarily plug the mouse.



# GLYPHAWII

Fly on high and  
stab the sphinx:  
miss your mark,  
it's your bones  
that sink!



by John Calhoun ♦ Version 1.1

# GLYPHA II

**Title:** Glypha II  
**Version:** 1.1  
**Year:** 1991  
**Author:** John Calhoun  
**Address:** 1134 Ohio St., #1  
Lawrence, KS 66044  
**AOL:** SoftDoroth  
**Cost:** Free (freeware)

No sound with system software prior to Version 6.0.2. A black-and-white version, Glypha 3.0, works on the Mac Plus, Classic, Classic II, SE, LC and LC II with 12-inch monitor and the PowerBooks.

**Players:** 1

**Documentation:** Docs file, online help available.

**Monitor compatibility:** Functions in 16-color mode only; needs at least a 13-inch monitor with a 640 x 480 pixel area; LC users using a 12-inch monitor (or other 12-inch monitor users) cannot play Glypha II, even with a VRAM upgrade.

**Suggested RAM required:** 1248k

**Machines tested:** Mac II (RGB 13-inch monitor, System 7 & 7.1); IIci (System 6.0.7 & 7); LC (13-inch monitor, System 6.0.7); IIci (Apple 21-inch display with 8•24 video card, System 7).

**Movement control:** Keyboard (nonconfigurable).

**Availability:**

**Download time (2400 Bps):** <23 minutes

**AOL:** Games & Entertainment Forum; Arcade Library; type keyword: MacGames; file name: Glypha II 1.1.sea

**CIS:** Go Mac Entertainment Forum; Arcade/Action Games Library; file name: GLYPII.SIT (Version 1.0)

**GEnie:** Games library in Mac Roundtable; file name: GLYPHA II 1.0.SIT; file number: 20092 (Version 1.0)

**Related files:** Glypha 3.0 is a black-and-white version. On AOL it is listed as Glypha 3.0.sit and takes about 23 minutes to download.



## GAME SUMMARY

As in the popular Joust game (only Glypha has sphinxes), the goal is to kill the flying sphinxes and their eggs, or you'll be turned into a pile of bones.

## THE SCOOP

You are trapped in an Egyptian temple and must battle lance-wielding enemy sphinxes flying at you atop their winged warriors (that look like ostriches). This game is similar to the popular Joust arcade game. You and your enemy—mounted on your respective birds—each have a lance, and you must spear your foe to kill him. But there's a catch: you must be higher than your opponent to score. If the enemy is higher than you, it's you who gets killed.

You must keep flapping your bird's wings to stay aloft and steer, all the while lancing the sphinxes. When you kill them they turn into eggs, which you must also lance or they'll turn back into sphinxes. If you get lanced, you fall into a pile of bones.

There are other more gruesome ways to die, most notably the acid pools at the bottom of the screen. As the game progresses, ramps that cover the acid retract, exposing the deadly brew. Don't hover too close, because even if you don't fall in, a hand might reach up and grab you, dragging you down into the acid. Meanwhile, the ramps and landing pads that were safe havens in earlier rounds disappear periodically throughout the game, forcing you to constantly flap to stay aloft.

If you wait too long to finish off your enemies, a huge, floating eye comes after you. Your attempts to skewer it are often thwarted, and you can only kill it when its eyelid is opening or closing.



## AUTHOR BIO

**J**ohn Kennedy Calhoun, 28, has lived his life in Kansas—currently in Lawrence. He says ever since he saw a TRS-80 running the old Star Trek character-graphic game, he was destined to write computer games. During 1980, he learned BASIC on his high school's Apple II and popped out a few lame games. His interest in physics was probably why his first efforts were more or less lunar lander-type games with gravity and acceleration and all that.

After high school, too poor to buy a machine for himself, John jumped on anything he could—the Commodore PET, VIC-20, C-64, Atari 400 and Atari 800. A few years into college, a student loan and an educational discount finally landed him his first real machine—a Macintosh Plus. But gone was the command-line BASIC prompt at boot-up, so John took a class in Pascal programming at the University of Kansas, bought Turbo Pascal for the Mac and any programming books he could find, and started writing shareware games.

Besides Glypha II, John is famous for Glider, Pararena, Stella Obscura, Mac Tuberling and others. Each new game brought with it bug fixes and new features, adding up to countless revisions. And for every game he wrote, there are perhaps a half-dozen others he began, but for one reason or another, eventually decided not to pursue. John says it was an intense and busy three years. Lots of learning, but a heck of a lot of fun.

After reading Steve Levy's *Hackers* (published by Dell), John decided to try the commercial route (why not?) for distributing his games. He struck a deal with Casady & Greene for the commercial publication of Glider 4.0, and later Pararena 2.0. It looks like game writing has become a profession for him. John must be doing something right — three of his games are reviewed in *MacArcade!*

### HINTS & TRICKS

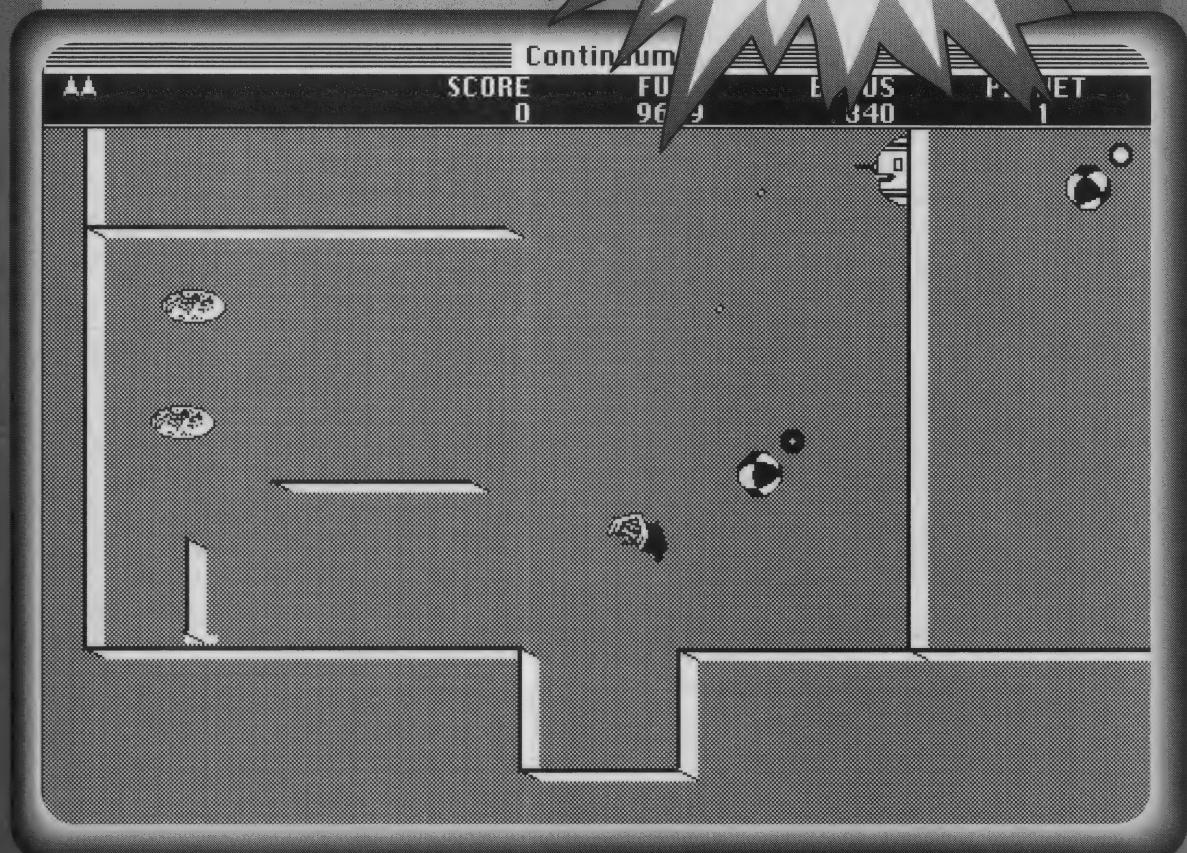
Stay away from the sphinxes that descend from the top level, since it's usually a losing battle to get higher than they (you must be higher than your enemy to win the joust).

Wait till they come down a bit before rising above them for the kill.



# CONTINUUM

shoot, shoot,  
shoot all in sight:  
then shoot some more  
throughout the night!



by Randy & Brian Wilson • Version 1.03

# CONTINUUM

**Title:** Continuum

**Version:** 1.03

**Year:** 1990

**Year:** Randy & Brian Wilson

**Address:** 82D Escondido Village  
Stanford, CA 94305

**Internet:** rwilson@cs.stanford.edu or brianw@apple.com

**Cost:** A case of beer (the game is Beerware) or \$10

**Players:** 1

**Documentation:** Separate document and online help available;  
planet editor documentation separate.

**Monitor compatibility:** Continuum is a black-and-white game and  
should run on any black-and-white monitor that is at least 13 inches  
or larger; it will also run on color monitors set to black-and-white, 256-  
and 16-color mode, but will appear in black-and-white.

**Suggested RAM required:** 384k

**Machines tested:** Mac II (RGB 13-inch monitor, System 7 & 7.1); IIci  
(System 6.0.7 & 7). Won't work with 12-inch or smaller monitors.

**Movement control:** Keyboard (configurable).

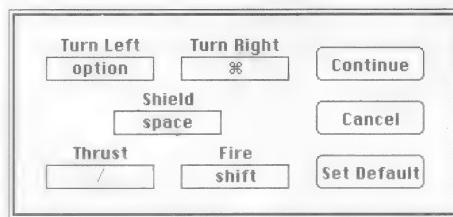
**Availability:**

**Download time (2400 Bps):** <15 minutes

**AOL:** Games & Entertainment Forum; Arcade Library; type keyword:  
MacGames; file name: Continuum 1.03.sit

**CIS:** Go Mac Entertainment Forum; Arcade/Action Games Library; file  
name: CONTIN.SIT

**GEnie:** Games library in Mac Roundtable; file name:  
CONTINUUM.1.03.SIT; file number: 18006



**Related files:** Since you can create  
your own galaxy files, there are  
scores of great "alternate galaxies"  
posted online and available  
through user groups. Use the  
search keywords: Galaxy and  
Continuum.



## GAME SUMMARY

**Guide your spaceship through various galaxies while shooting everything in sight; a classic arcade game.**

## THE SCOOP

 true computer arcade game, Continuum has a huge following—partly because the game is fun and partly because you can create your own personalized scenarios.

Continuum is a space shoot-'em-up and adventure game. You guide your ship around different mazes, called galaxies or worlds, shooting enemy guns and other objects. Avoid the walls of the galaxies—some will repel you, others will destroy you. Random gravity will affect your ship's steering on some levels. Be sure to pick up extra fuel along the way. The goal is to fight your way up through the various stages to reach higher galaxy levels.

Unlike many new arcade games, Continuum prides itself in giving the user control of the game, including total control of the ship's response.

While the game comes with 60 challenging galaxies, hundreds more are available from the online services and user groups. If you're looking for something unique that none of the available galaxies deliver, you can create hundreds of your own galaxies with the built-in planet editor. Other Continuum fans have created and released their own galaxies. You can import a galaxy by using the "Open Galaxy" command under the File menu.



## AUTHOR BIO



**H**ello, Brian? This is Randy. I have bad news. I tried three different schemes, and I can't get the scrolling faster than about 10 frames per second. And that's just scrolling a pattern; once we add all the animation, it will be horribly slow. What? Look, I tried! Give me a break, it's just not possible, okay? The Mac doesn't have dedicated hardware like those machines; it's too slow. There's nothing else to try! It's impossible!"

"Hi, Brian? Randy here. How do you like the new version I sent you? What do you mean? Look, you die when a bullet gets within a certain radius of the ship. Of course—when you turn a certain way, your ship is slimmer. Forget it! There's too much flying around on the screen to check the bits! It's impossible!"

"Hi, Brian, how's the new version? So what if there are bugs in the planet editor? Work around them. Look, it's not like we're going to distribute the editor. What? Forget it, I don't have the time to make it that nice! With my schedule this quarter, it's impossible!"

"Hi, Brian? How do you like the explosions? What do you mean, 'dinky'? Look, it's already too slow, we can't put all that animation on the screen. What do you mean, 'lazy'? I've been busting my butt on this, no one could do better! Okay, I'll try, but I'm telling you it's impossible!"

"Hi. What do you mean 'bouncing walls'? It's impossible!"

"Hi, Brian. What do you mean, 'draw the walls in perspective'? Oh, right, like we have processor time for that! Besides, you can't get the corners to look right! Dammit, Brian, I'm a programmer, not a magician! It's impossible!"

And so it went as the Wilson brothers produced one of the most popular shareware games for the Mac: Continuum.



**R**andy (pictured on page 36) is 27 and has a Ph.D. in computer science from Stanford University, specializing in robotics and manufacturing planning. His experience in producing flashy graphics for video games has been put to good practical use in helping him create fancy presentations to impress grant committees, among others. He is currently a research associate at Stanford University.

Brian is 25, with an MS from Stanford in computer science, specializing in systems and networks. He's working in the Xwindows group at Apple in Cupertino. Continuum really paid off for Brian, too: he received 30 percent of the profits for bullying Randy into writing such a wonderful game. It also gave Randy good experience with programming in C, so that he could teach it to Brian, who now makes money as a programmer.

Both grew up in Corvallis, Oregon, where programming a computer was one of the more exciting and challenging things to do. Randy spent a lot of time trying to beat up on Brian, and Brian spent lots of time trying to grow big enough to beat Randy up. Just for the record, the hippety-hop was Randy's, but Brian kept claiming it was his.



For faster animation, set your color screen to black-and-white mode.

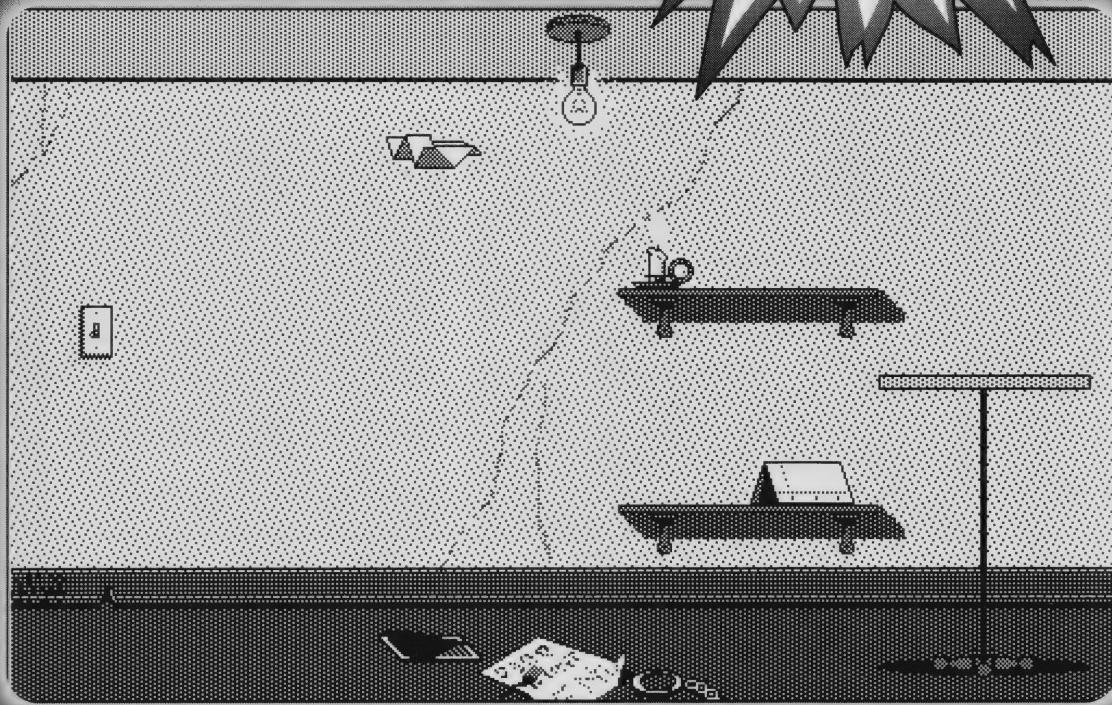
You can quickly start another game by clicking on your name if it appears in the list of high scores.

For more tricks, launch Continuum and check the Tips file under the Game menu.



# GLIDER+

It's only air  
that guides you through,  
but make wrong moves  
and it's over for you!



by John Calhoun ♦ Version 3.1

**Title:** Glider+  
**Version:** 3.1  
**Year:** 1991  
**Author:** John Calhoun  
**Address:** 1134 Ohio St., #1  
Lawrence, KS 66044  
**AOL:** SoftDoroth  
**Cost:** \$8

One of the top ten. A great game for older Macs, and lots of fun for younger game fanatics.

**Players:** 1

**Documentation:** Separate documents in text and MacWrite format; online help available.

**Monitor compatibility:** Game is written in black and white for any Mac monitor, but it also runs in 256- and 16-color mode, displaying only black and white.

**Suggested RAM required:** 512k

**Machines tested:** Mac II (RGB 13-inch monitor, System 7 & 7.1); PowerBook 170 (System 7.0.1); Mac Plus (System 6.0.3); Accelerated Mac Plus (System 6.0.7); SE (System 6.0.5); IIsiSI (System 6.0.7 & 7). Does not work on Macs older than a Mac Plus.

**Movement control:** Keyboard (configurable).

**Availability:**

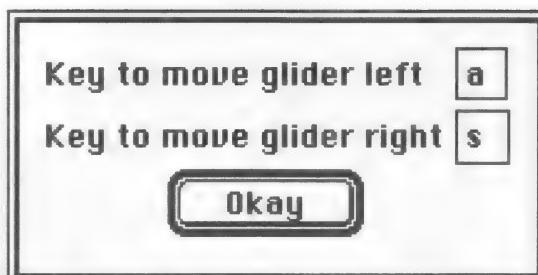
**Download time (2400 Bps):** <12 minutes

**AOL:** Games & Entertainment Forum; Arcade Library; type keyword: MacGames; file name: Glider+3.1.2.sea

**CIS:** Go Mac Entertainment Forum; Arcade/Action Games Library;

file name: GLD312.SEA

**GEnie:** Games library in Mac Roundtable;  
file name: GLIDER+ 3.1.2.SIT



## GAME SUMMARY

Glide your paper airplane through 15 rooms, avoiding obstacles and evading hazards.

## THE SCOOP

Who hasn't wasted a sunny summer afternoon trying to make the perfect paper airplane. Glider starts you off with a flawless craft, but it's up to you to fly your glider or dart through a series of rooms. Racking up points may seem easy, but if you aren't careful, you'll find yourself sucked up by a vent, burned to a crisp by a candle, or forced into a nasty crash-and-burn on the floor. Look over the rooms carefully, since some of the objects you must

navigate are not obvious at first. If you're good, wiggling your glider back and forth over the floor vents can lift you to the ceiling.

Though the game has 15 rooms, you can start in any one of the first nine. You have the option to use a dart instead of a glider. The dart moves faster (which may or may not be an advantage, depending on how you play the game).



## AUTHOR BIO

Glider author John Calhoun has written lots of other great shareware games, including Glypha and Pararena, which are both featured in *MacArcade*. His full biography appears with the review of Glypha, on page 32.

## HINTS & TRICKS

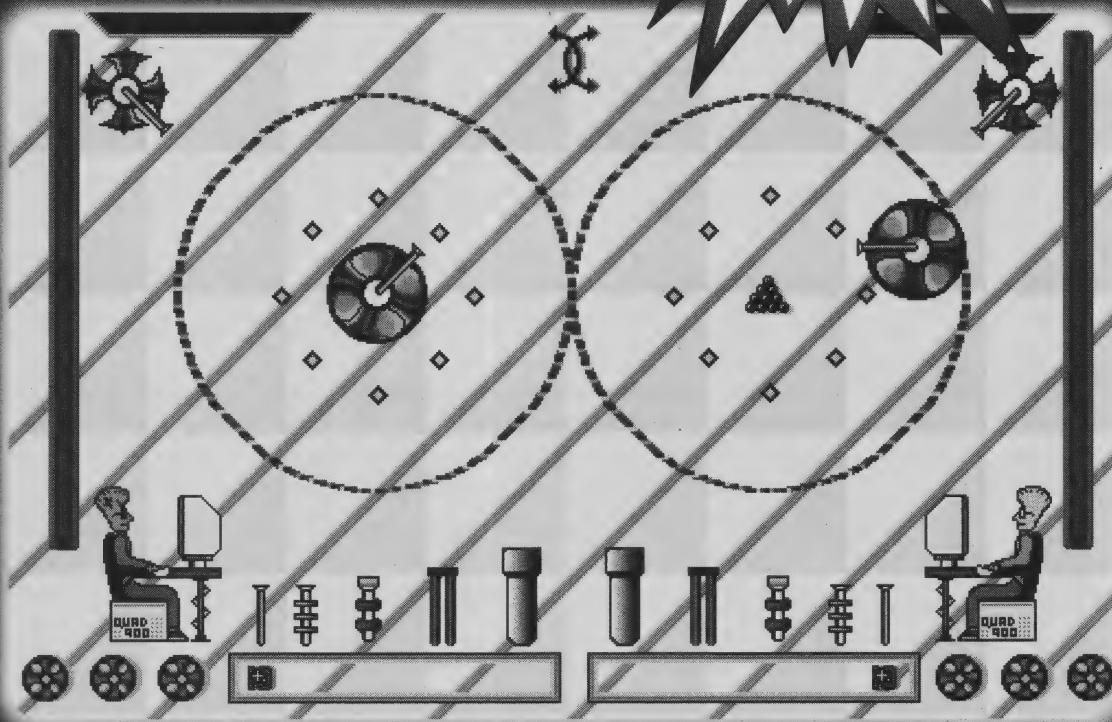
If you want to excel at Glider, you had better learn to "wiggle"—your airplane, that is. It's often too easy to get sucked up a vent or shoved in the wrong direction by the whooshing air currents in many of Glider's rooms. But by quickly changing directions back and forth, you can make your plane ride a column of air over a floor vent or candle (but be careful)—all the way to the ceiling if necessary. Wiggle over the bare floor to descend quickly within a narrow space.

There is always at least one way to get through a room, even though it may not be the most direct route.



# Movoroid

A spinning tank  
gathers no moss,  
but too many hits  
can be your loss.



by Tony Small ♦ Version 1

# MovoD II

**Title:** MovoD II  
**Version:** 1  
**Year:** 1992  
**Author:** Tony Small  
**Address:** 18606 Cassandra St.  
Tarzana, CA 91356  
**AOL:** TonyS33  
**Cost:** \$10

MovoD II is a truly new.  
original game unlike any other  
you will find on the Mac.

**Players:** 1 or 2

**Documentation:** Online help available.

**Monitor requirements:** MovoD works in 256-color mode only;  
requires an LC or better.

**Suggested RAM required:** 2570k

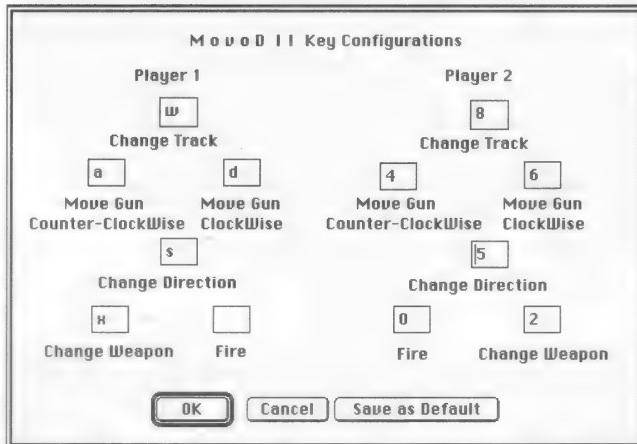
**Machines tested:** Mac II (RGB 13-inch monitor, System 7 & 7.1); IIci  
(Apple 21-inch display with 8•24 video card, System 7). Author Tony  
Small states that MovoD runs on anything from an LC to a Quadra,  
but it requires support for the 256-color mode.

**Movement control:** Keyboard (configurable).

**Availability:**

**Download time (2400 Bps):** <35 minutes

**AOL:** Games & Entertainment Forum; Arcade Library; type keyword:  
MacGames; file name: Movod II.sea



## GAME SUMMARY

**MovoD II is a tank game full  
of unusual twists.  
You have to see it to believe it.**

## THE SCOOP

**M**ovoD II is a tank game with a twist. Imagine a figure-eight-shaped track, with two spinning tanks chasing and shooting each other with a variety of guns and cannons. Besides blasting your opponent, bonus prizes periodically appear, giving you a chance to rack up points, extra ammo or more lives. You must shoot the bonus prizes to get them.

Since your ammo is limited, don't waste your shots early in the game—it's better to rack up bonus points and ammo first. You can change the type of weapon from a small machine gun to a large cannon. Both you and your opponent (which can be either the computer or

another person playing at the same keyboard) are depicted in the bottom corners of the screen as animated figures sitting in front of Macintosh Quadra 900s. The characters' faces change expressions as they score or get hit. Some surprises are in store between rounds, too, as you play tournament games with the computer.

Playing in practice mode lets you match wits with a friend or the computer. But playing a tournament pits you against the computer in a 20-level game. If you progress through all 20 levels to win, you will be rewarded with a great ending animation.

## AUTHOR BIO



**T**ony Small, a senior at Taft High School in Woodland Hills, California, is an active debater, tennis player and, yes, you guessed it, computer programmer. As the first-prize winner in the Rockwell Computer Science Competition for his work on Fist Fighters—his second shareware program—Tony has been constantly challenged to design and build bigger, better and more exciting programs for the Macintosh.

MovoD (Macintosh Operated Vehicles of Destruction) evolved out of Tony's desire to see if he could animate an object on the screen. After about a week of research, his first success with animation was a simple circle that moved up and down on the screen. Suddenly, Tony felt the urge to experiment more with his newfound powers of animation. He made a second object that moved horizontally across the screen, perpendicular to the first. After this, the game progressed like a runaway train. Tony added pictures, collisions, sounds, scores, bullets, bonus prizes and more. Soon, MovoD was no longer an experiment in animation, but a full-color arcade game! Who says a good game needs planning anyway?

In addition to MovoD, Tony has written other programs:

- Mr. MakeMagic—A program that demonstrates the creation of mathematical magic squares and teaches users how to make their own magic squares of any size. Mr. MakeMagic is freeware! Take it, use it, pass it along and smile!
- Fist Fighters—An action game that lets users pit one of any three characters against each other. Fist Fighters features full color and sound and sells as shareware for \$10.

Tony believes that the best way to encourage users to register their shareware is to give his registered users as much value as possible for their money. He always responds to questions and comments concerning any of his games, and he offers registered users the first chance to beta-test his constant flow of exciting computer creations.





## HINTS & TRICKS

It's easy to win without even moving from the starting area. Just aim and shoot at bonuses (and your opponent); use your shield, and only the best champions can beat you!

To protect yourself from a firebomb, just turn your tank away from the attack.

If your opponent is aiming at you with a big weapon, switch to your smallest gun and aim for your opponent's bullet. If the bullets collide, you get your opponent's bullet and your opponent gets yours. This trick works very well with the firebomb.

If you run out of bullets, you have only two options:

- 1) Try to trick your opponent into wasting all of his or her ammo. When both players run out of bullets, each receives 10 more bullets.
- 2) An opponent who is paying attention probably won't run out of ammo. The only other option is to use your shield (press both gun movement control keys) until you die. Do this quickly, or your opponent will continue to rack up points and bonus items as you roam around harmlessly.

Shoot your opponent's animated character (sitting at the computer in the bottom corner of the screen) to lower his energy and make him frown—and make your character smile.

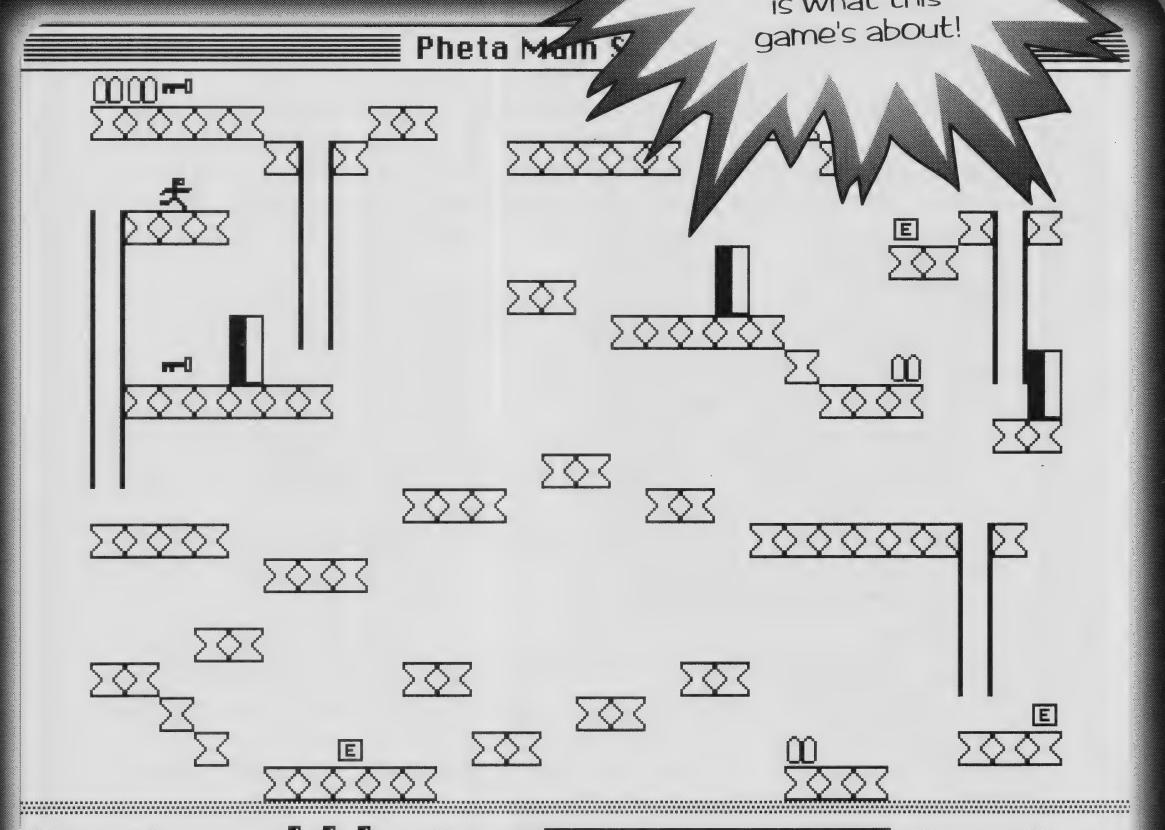
Notice that both characters smile when the \$10 shareware banner is lowered before the game begins. At least they both agree on something.

If you're using System 7, turn on Balloon Help and point to the MovoD II icon.



# SPACE STATION PHETAM

Run, jump, run,  
time is running out.  
Getting more oxygen  
is what this  
game's about!



by Tad Woods ♦ Version 2.3

# SPACESTATION PHETA

**Title:** Spacestation Pheta  
**Version:** 2.3  
**Year:** 1992  
**Author:** Tad Woods  
**Address:** 109 Tee Circle  
Salem, VA 24153  
**CIS:** 70312,3552  
**GEnie:** T.Woods  
**Cost:** \$9.95

Macs using System 6.0 or later play digitized sounds, while earlier systems generate simple tones. Unless you register, you can only play 10 of the 100 built-in screens.

**Players:** 1

**Documentation:** Help file; online help available; print option.

**Monitor compatibility:** Intended to run in 16-color mode, but it also runs in 256-color mode (displaying only 16 colors) and black-and-white mode (showing only black-and-white, no colors).

**Suggested RAM required:** 400k

**Machines tested:** Mac II (RGB 13-inch monitor, System 7 & 7.1); PowerBook 170 (System 7.0.1); Mac Plus (System 6.0.5); accelerated Mac Plus (System 6.0.7); SE (System 6.0.5); IIsi (System 6.0.7 & 7); SE/30 (System 6.0.7). The game documentation states that this game will work on an SE/30, IIx and IIci (which our tests confirmed) as well as any Mac with at least 512k of RAM running System 3.2 or later. It's also MultiFinder compatible.

**Movement control:** Mouse or keyboard (configurable). See illustration on page 51.

**Availability:**

**Download time (2400 Bps):** <19 minutes

**AOL:** Games & Entertainment Forum; Arcade Library; type keyword: MacGames; file name: Spacestation Pheta2.3.sea

**CIS:** Go Mac Entertainment Forum; Arcade/Action Games Library; file name: PHETA.SEA

**GEnie:** Games library in Mac Roundtable; file name: SPACESTATION PHETA 2.3; file number: 23722



## GAME SUMMARY

As in the popular Lode Runner game, you must climb the stairs grabbing oxygen and keys as you go. Escape through an airlock to the next level.

## THE SCOOP

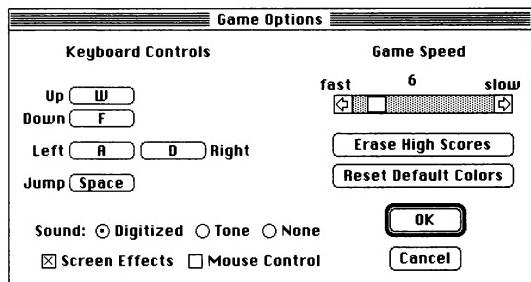
Spacestation Pheta is kind of a running, climbing and maze game where you navigate your spaceman through a series of hallways, stairs and chasms in pursuit of a single precious commodity: oxygen. The catch is that you need a key to unlock the oxygen, you can only carry one key at a time, and each airlock requires its own key. To progress to the next level, you have to escape through the airlock at the far right side of the screen. You can pick up oxygen and energy packs along the way; but some objects are tricks or traps, so you must be careful in your selections or they could prove fatal. The goal is to complete all the levels without suffocating to death.

You start off with four spacemen, but with every 10,000 points you rack up, you'll be awarded an extra life.

Registering your copy of the game gives you access to another 90 levels and allows you to create your own custom screens.

### Related files:

Using a registered copy of Spacestation Pheta, you can create your own custom levels to challenge yourself and your friends. Check the online services and user groups, using the keywords Spacestation and Pheta, for custom levels that others have created.



## AUTHOR BIO

**T**ad Woods is a 21-year-old senior at Virginia Tech. He has been into computers since he was 10. When he was 13, Tad used the Forth programming language to write his first version of Pheta, which was designed to run on a Texas Instruments 99 4A. It was described by one distributor as a "best-seller," but Tad received little money for the game because he sold the marketing rights to a company that went bankrupt and never honored their agreement.

Tad rewrote Pheta for the Mac in 1986, and has been improving it ever since. There are now more than 2,000 registered Spacestation Pheta users. He has also written Adventure Plus, a shareware adventure game, and is now marketing NetCal, a shareware networked calendar desk accessory.

He writes most of his programs using Symantec's Think Pascal, but also uses C and Assembly for specialized functions. Tad has learned much of what he knows about programming through books, manuals and online services—mainly GEnie and CompuServe.



Once you've registered your copy of Spacestation Pheta, you can create your own custom screens using an editor program. It's easy to title your screens. Press Command-Shift-T in the editor, and then quickly click (within two seconds) where you want the title to appear. A dialog box will ask for a title, font and size. You're limited here to the basic Mac fonts—Chicago, Geneva, New York and Monaco—and they must be in even type sizes ranging from 12 to 26 points. Set Solution erases a screen's title.

### Secret features:

Pressing Command-Shift-O (that's the letter O, not a zero) fills up the spaceman's oxygen tank during game play. This is handy for getting your spaceman out of a dead-end situation. Like Command-Shift-M (which is covered in the game's documentation), this feature will prevent you from earning a high score.



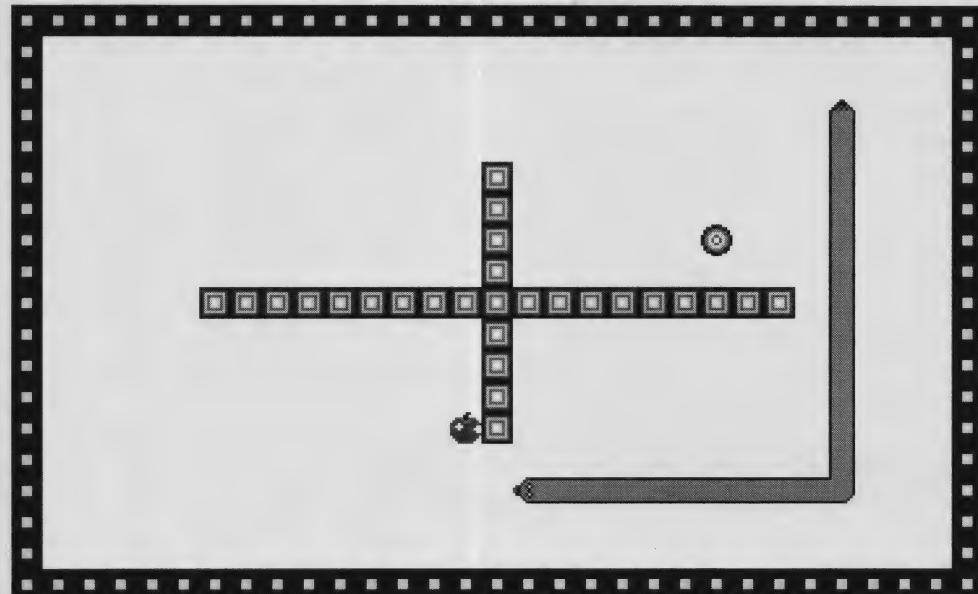
# SNAKETIX

Grab the apple.  
but don't eat your tail.  
Avoid hitting walls  
or your game will fail.

# SnakeTIX

11

1.00



卷之三

2



1

by R.-Daniel Paris ♦ Version 1

# SNAKETIX

**Title:** SnakeTIX  
**Version:** 1  
**Year:** 1990  
**Author:** R.-Daniel Paris  
**Address:** 380 Lebaudy Dr.  
Gatineau (Quebec)  
Canada J8V 2H2  
**CIS:** 72727,1170  
**Cost:** Free (freeware)

SnakeTIX was written for the author's son, but he was kind enough to give it to us all. This kind of generosity is what makes the Macintosh community so special.

**Players:** 1

**Documentation:** Online help available.

**Monitor compatibility:** The game was designed for 16-color mode, but will play in 256-color mode (showing only 16 colors) and black-and-white mode (showing no colors).

**Suggested RAM required:** 505k

**Machines tested:** Mac II (RGB 13-inch monitor, System 7 & 7.1); PowerBook 170 (System 7.0.1); Mac Plus (System 6.0.7); SE (System 6.0.7); LC (System 6.0.7) IIci (System 6.0.7 & 7).

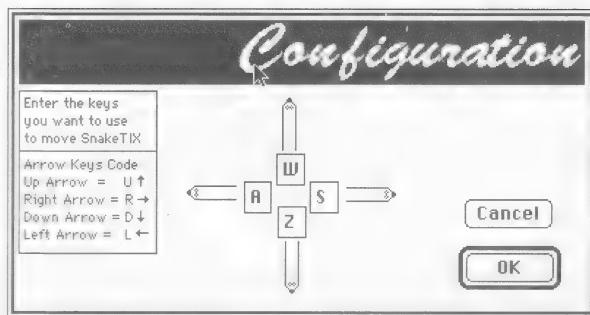
**Movement control:** Keyboard (configurable).

**Availability:**

**Download time (2400 Bps):** <59 minutes

**AOL:** Games & Entertainment Forum; Arcade Library; type keyword MacGames; file name: SnakeTIX

**CIS:** Go Mac Entertainment Forum; Arcade/Action Games Library; file name: SNAKET.SIT



## GAME SUMMARY

You control a moving snake that has a growing tail. Avoid hitting walls or eating your own tail. Eat the apples for points.

## THE SCOOP

 Although there are several snake games for the Mac, I like this one the best. It's simple but enjoyable. In SnakeTIX, as with most other snake games, you move your snake around a maze-like arena, eating apples when they appear. Your tail keeps getting longer, so you have to be able to get the apple and not run into your own tail or the walls of the arena.

As you progress to higher levels, the arena gets more complex with the addition of new walls.

A magic symbol appears once in a while, and if you eat it, you get an extra life. You can start in any of the 50 levels, although you aren't eligible for a high score unless you start in the first level.



## AUTHOR BIO

Just before turning 40, life decided to play a cruel trick on R.-Daniel Paris. While reviewing Daniel's stress charts, a doctor told Daniel he was a possible candidate for a world stress record. The latest event in Daniel's continuing saga was a car accident that left him unable to stand up from his chair without help. So there he was, sitting in front of his Mac, trying to decide what to do next. He decided to write a game for his son Alexander. Thus, SnakeTIX was born.

Daniel became interested in computers many years ago. His first computer was a KIM, followed by a TMS9900, Radio Shack TRS-80, IBM PC, Apple II, Apple III (not for long), IBM-AT, Mac SE and, today, a Mac IICx, soon to be upgraded to a Quadra. Playing with computers has been his hobby for more than a decade.

Daniel has programmed in machine code (hexadecimal) on the KIM, and later on, in assembler on the PC with a large dose of BASIC. When he started to program SnakeTIX, he had just learned Pascal a few months before, but only got around to writing a few XCMDs. He considers SnakeTIX to be his first serious program, although when he looks back he says he would be ashamed to show his code to anyone. Life is tough for the hobbyist-programmer who has to learn most of *Inside Macintosh* ("Vols. 1,2,3,4,5...") before doing something significant. Since programming is a hobby for him, he has all the time in the world. Well, minus work, minus the family, minus some rest....

SnakeTIX was inspired by a game originally written for the Apple II. Since writing Version 1, Daniel has received numerous suggestions for improvements and has also come up with a few of his own. The new version of SnakeTIX—due out soon—will be written in C, a language he has been learning in the past few months. He is currently working on a program to optimize scanning parameters and is also designing a personal information system based on a new concept.



## HINTS & TRICKS

When your tail is particularly long, don't be tempted to make a desperate grab for the apples when they are in corners or other tight spaces, since you may find yourself eating your own tail. Don't be afraid to run around the arena for a while, setting up an easier approach before grabbing the apple. Be careful, though—if you waste too much time, you'll find it nearly impossible to complete the level.





# PISTON

Pistons. oh pistons,  
while you're on the attack.  
I'll stop your descent  
by piling bricks  
in your tracks!



by C.K. Haun ♦ Version 1

**Title:** Piston  
**Version:** 1  
**Year:** 1991  
**Author:** C. K. Haun  
**Address:** RavenWare Software  
22045 McClellan Rd.  
Cupertino, CA 95014  
**CIS:** 75300,1001  
**GEnie:** C.Haun1  
**AppleLink:** C.K. Haun  
**Cost:** \$5

Piston is another unique game that is hard to categorize. While it looks easy, getting through all the levels will keep the adrenalin flowing.

**Players:** 1

**Documentation:** Online help available.

**Monitor compatibility:** Piston is a black-and-white game, so it runs in black-and-white, 16- or 256-color mode, displaying only black-and-white in each mode.

**Suggested RAM required:** 192k

**Machines tested:** Mac II (RGB 13-inch monitor, System 7 & 7.1); PowerBook 170 (System 7.0.1); author states that it will run on Mac Plus or better, with System 6.0.5 or later. Tests on an SE/30 (no Inits, System 6.0.7) yielded "unimplemented trap error" and forced restart.

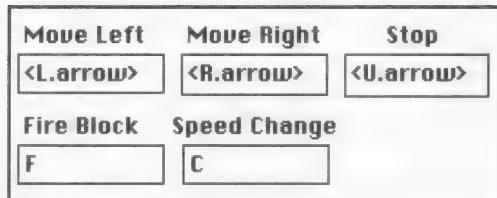
**Movement control:** Mouse or keyboard (configurable).

#### **Availability:**

**AOL:** Games & Entertainment Forum; Arcade Library; type keyword: MacGames; file name: Piston.sea

**CIS:** Go Mac Entertainment Forum; Arcade/Action Games Library; file name: PISTON.SEA

**GEnie:** Games library in Mac Roundtable; file name: PISTON.SEA; file number: 24228



## GAME SUMMARY

**Save the underground cities and their highways by preventing giant pistons from squashing them to death.**

## THE SCOOP

Piston is a thinking game—an action-packed strategy game—with lots of animation. Your goal is to save the underground cities from enemy attack from above. The underground cities are connected by roads, and the bad guys are driving huge pistons down to destroy your highways and prevent intercity commerce. You must steer a flatbed trolley, grabbing blocks that have different numeric values and throwing them under the descending pistons, in an effort to stop their crushing blows.

You have to think quickly and put the right value blocks under the pistons to stop them. The blocks have to be numerically equal to or greater than the pressure of the pistons, and must be arranged horizontally where each piston's surface intersects the ground.

This game features a lot of animation and sound. It took me more than an hour to play one game. There are 40 stages to Piston.

As the game progresses and you reach higher levels, the pistons come down faster, but you get some handy bombs you can set off—sending the pistons back to the surface—giving you some time to catch your breath.

Some bonus items flash on the screen; and if you toss a block through one of them, you may receive extra points, spare flatbeds, more bombs or other goodies. But you must be careful, because there is one “bonus” that is not such a good deal—it cuts your values in half.

After each game (no matter what level you reach), you are rewarded with a certificate you can print and frame—a novel idea. You can save a game in progress and come back to it later.

## AUTHOR BIO

**R**avenWare Software and C.K. Haun have been programming Apple computers since 1979, striving to produce interesting, cheap software while making it accessible to a large segment of the Apple community. Since C.K. has a regular job that lets him pay the rent, he's found that shareware is the best way to distribute inexpensive software to a wide audience.

C.K. has no formal schooling in this computer stuff. He started programming in 1973, before personal computers came along, and he just picked everything up along the way as the industry developed. He has made a living programming the Apple II, Apple IIgs, IBM PC, aircraft singleboard and Macintosh computers. He currently works for a large computer company (which shall remain nameless) based in Cupertino, California.

He established RavenWare Software early in 1982 to provide information and small application programs for microcomputers. He says RavenWare doesn't exist to make a lot of money—but to provide interesting, informative and fun products for a variety of platforms. RavenWare has produced programming reference manuals, instructional materials, general utilities and games.

"I rely on the users of our products to evaluate the worth of the product for themselves, and send whatever they feel is appropriate," says C.K., who maintains that nothing from RavenWare has ever been, or will ever be, sold through standard commercial channels. "Cash is nice, but anything is acceptable. I've received everything from cash to blank disks to books. Anything is fine; just a note in the mail works to let us know that our products are being used."

## HINTS & TRICKS

When you know you've arranged the right amount of blocks to stop all the pistons from coming down, grab a 10-rated block and hurry to the extreme right of the screen. It's to your advantage to start a new level at the extreme right, and with the largest numbered block. Try to stop the piston at the far right first.



**Section  
III**

**THE  
REST OF  
THE  
BEAT!**



# JEWELBOX

Jewelbox is a gem  
of a game.  
and should bring  
the authors  
some well-deserved  
fame.



by Rodney & Brenda Jacks ♦ Version 1.0

# JEWELBOX

**Title:** Jewelbox  
**Version:** 1.0  
**Year:** 1992  
**Authors:** Rodney & Brenda Jacks  
**Address:** Micro Engineering  
6104 John Chisum Lane  
Austin, TX 78749  
**Internet:** rjacks@austlcm.sps.mot.com  
**AOL:** rodneyj3  
**Cost:** \$10

Jewelbox would have been one of my top 10 picks, but it was too large (783k) to fit on the disks without crowding out lots of other great games. Definitely one of the best shareware games I have seen.

**Players:** 1

**Documentation:** Online help available; separate ReadMe files.

**Monitor compatibility:** Runs only in 256-color mode and only on a 13-inch (or larger) color monitor. Requires at least 2Mb of RAM and System 6.0.5 or later. Soundtrack requires System 6.0.7 or later.

**Suggested RAM required:** 2000k

**Machines tested:** Mac II (RGB 13-inch monitor with System 7 & 7.1); SE/30 (System 6.0.5); IIci (System 6.0.5 & 7.0.1); IIci (System 6.0.5); IIfx (System 6.0.5); Quadra 700 (System 7.0.1).

**Movement control:** Keyboard (nonconfigurable).

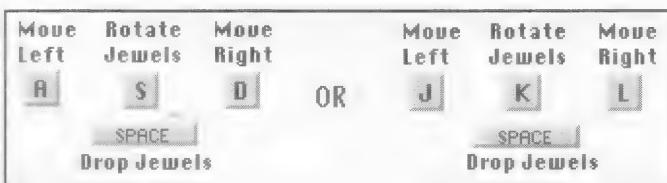
**Availability:**

**Download time (2400 Bps):** <63 minutes

**AOL:** Games & Entertainment Forum; Arcade Library; type keyword MacGames; file name: Jewelbox 1.0.sea

**CIS:** Go Mac Entertainment Forum; Arcade/Action Games Library; file name: JWLBOX.CPT

**GEnie:** Games library in Mac Roundtable; file name: JEWELBOX 1.0.SEA; file number: 23979



## GAME SUMMARY

**Jewelbox is a beautiful rendition of the popular Tetris game, in which you must drop precious gems into patterns to score points. Jewelbox boasts beautiful graphics and a great soundtrack.**

## THE SCOOP

In 1987, America was invaded by the Russians! Well, two Russian programmers really. It was the year Tetris hit the American market, and it quickly became the hottest computer game in the country. There have been many variations on the Tetris theme for Apple and PC computers. A few are interesting to play—most are boring.

Jewelbox is one of the exceptions. It is a beautifully crafted Tetris game with stunning visuals and a great soundtrack. As with Tetris, you try to match the same colored pieces—jewels in this case—as they fall from the top of the screen in a vertical, diagonal or horizontal row, getting points as you go. The Jewels fall in combinations of three—a triplet—and can be any combination of diamond, emerald, onyx or

aquamarine. You must align the jewels correctly to make them disappear from the screen, and you can manipulate the jewels as they fall, trying to arrange them in the right order. If you don't get them lined up the right way, they'll keep stacking up until they fill the screen, forcing an end to the game. A special wildcard triplet makes things interesting. When it hits a jewel, it takes out all the jewels of that type, no matter what their position.

Featuring a soothing soundtrack by Jim Holt, Jewelbox is actually relaxing—a good game to play when taking a coffee break. The graphics and animation are first-rate. Jewelbox is definitely a gem of a game and sparkles above the other Tetris games in the Mac community.



## AUTHOR BIO

Rodney and Brenda Jacks live in Austin, Texas, where they're both employed as software engineers for Motorola. Rodney has a bachelor's degree in computer science from St. Edward's University (in Austin), and Brenda has a bachelor's degree in engineering science (a cross between computer science and electrical engineering) from the University of Texas.

Working at the same company, Rodney and Brenda spend a lot of time together. They ride to work together, eat lunch together and ride home together—but they still don't hate each other!

At first glance, it might seem that Rodney and Brenda are each other's shadow, but they do have their differences. Brenda enjoys the music of Garth Brooks, Paul Overstreet and Lorrie Morgan, while Rodney listens to Yes, Strawbs, Queensryche and Brent Bourgeois. His hobby is programming on his Macintosh, while she likes to work jigsaw puzzles and go shopping. They enjoy watching "Star Trek: The Next Generation" on TV and taking care of their dog Tasha, a pug that is so ugly she's cute (not to imply anything about her namesake on "Star Trek"). They also enjoy scuba diving when they can find the time for it.

### HINTS & TRICKS

Ignore the onyx jewels most of the time. Their points aren't worth the effort it takes to match them. But there is an Easter Egg with onyx scoring explained later.

Keep the center of the playing area clear. Let the outer columns of the playing area fill up first.

If you get a falling triplet that contains two jewels of the same color and one jewel of another color, rotate the triplet so that the two matching jewels are on top.



Don't forget diagonal matches. Most novices form matches only vertically and horizontally. Look for ways of making chain reactions! You get more points for matches that occur as the result of collapsing the playing area after a match.

Be sure to drop the triplets down quickly using the spacebar. You get 10 extra points for every row the triplet falls before it hits the bottom.

**Easter Eggs:**

Clicking on the jewel in the About Box will display an authentic treasure map of Cocos Island. Legend has it that there is a considerable amount of buried treasure there. As late as 1960, people were still searching the island for treasure.

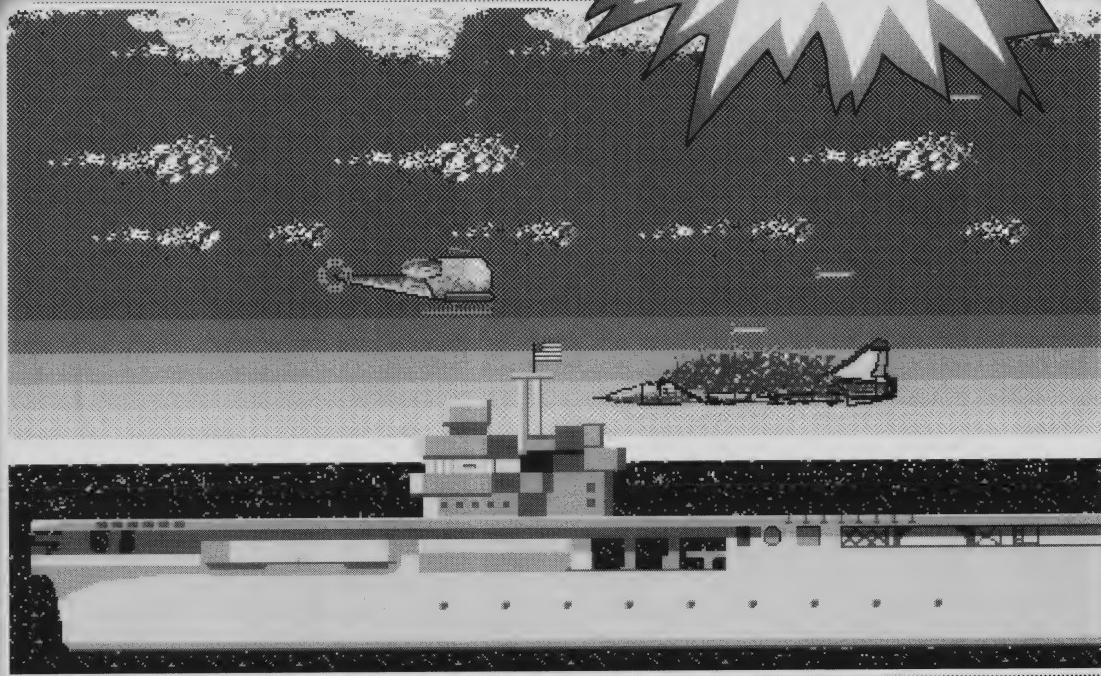
Hitting the minus (-) key slows the game down making it easier to play. Likewise, hitting the plus (+) key speeds the game up.

Under certain circumstances, you can earn a large 30,000-point bonus by matching the onyx jewels. There is a special strategy to it, but the authors won't tell—you're going to have to find it yourself!



# IRAQ ATTACK

Desert Storm it's not,  
but as a shoot-'em-up  
it's hot!



**SCORE: 500**

**by Mark Adams ♦ Version 1.02**

# IRAQ ATTACK

**Title:** Iraq Attack  
**Version:** 1.02  
**Year:** 1990  
**Author:** Mark Adams  
**Address:** 11215 Research Blvd.  
#2036  
Austin, TX 78759  
**AOL:** MarkA38  
**Cost:** \$10

I would like the option of keyboard control for this game, instead of the mouse. I had a hard time piloting with the mouse.

**Players:** 1

**Documentation:** Online help available.

**Monitor compatibility:** Functions in 16-color mode only.

**Suggested RAM required:** 768k

**Machines tested:** Mac II (RGB 13-inch monitor with System 7 & 7.1); IIci (System 6.0.7 & 7).

**Movement control:** Mouse.

**Availability:**

**Download time (2400 Bps):** <33 minutes

**AOL:** Games & Entertainment Forum; Arcade Library; type keyword MacGames; file name: IraqAttack102.sit

**GEnie:** Games library in Mac Roundtable; file name: IRAQ ATTACK 1.02.CPT; file number: 18615



## GAME SUMMARY

**A fast-action, shoot-'em-up game, Iraq Attack lets you rescue American hostages in Baghdad with your helicopter, but you must avoid getting shot down along the way.**

## THE SCOOP

**F**or you youngsters who missed out on Desert Storm the first time around, here's your chance to practice for future sorties. With a plot torn from newspaper headlines, your mission is to fly a chopper into Iraq and rescue American hostages trapped at the American embassy. (Does this scenario sound familiar?) You have to battle enemy MIGs—Soviet-made fighter planes—tanks and surface-to-air missiles (SAMs) along the way.

The game features three levels (scenes) of play and three chances (copters) to succeed. The first level has your copter taking off from a carrier at sea and fighting enemy MIGs. You can pick up some additional points by taking out the oil platforms along the way, but be careful—if you fly too close to the platforms you'll crash and burn.

Once you make it through the first level, you'll progress to the second level, where you're flying over land and fighting additional MIGs. Watch out for hostile fire from the tanks on the road below. You can pick up additional points by shooting oil pumps and tanks on the way to the third level.

The third level takes you to the skies over Baghdad where you must avoid surface-to-air missiles and MIGs until you reach the American embassy, where you land and save the hostages.

Iraq Attack boasts superb graphics and plenty of high-risk action. Completing it takes some time (less than 100 hours, though), but don't worry: your copter is equipped with unlimited ammo.



## AUTHOR BIO



**M**ark Adams has been playing and writing games since he was a 13-year-old with an Apple II. After earning a computer science degree from the University of Texas at Austin in 1988, he entered the "real world" and worked on his first commercial game—Space Rogue—a conversion from the Apple II to the Mac. Although he was briefly sidetracked with writing the GraceLAN Network Manager and Spiral note-taking software for Technology Works, he now works on more commercial Mac games.

In his spare time, he writes shareware utilities and games like Iraq Attack and Blit!

The inspiration for Iraq Attack came to Mark while he was watching CNN during the build-up before the Gulf War. As Mark says in the introduction to his game, "If it moves, shoot it; if it doesn't move, shoot it anyway."

### HINTS & TRICKS

To complete each of the three levels, fly your copter along the upper right edge of the screen (use your radar to watch your flight progress) and dodge or destroy all obstacles in your path. Continually fire your missiles. As you pass three-fourths of the way through the first level, move your copter more to the middle of the screen, since a MIG sometimes sneaks up on you in the upper right corner.

Go to the Mouse Control Panel and set your mouse tracking to tablet mode, the slowest speed. Doing this will make it a bit easier to fly the helicopter when the mouse is held down.

Try to shoot all of the oil rigs or oil tanks on each level—if you destroy all of them, you'll get extra bonus points.

While the game is in play, you can type "CHEAT" and then press the "1" key. This will magically give you an extra helicopter. You can do this several times.



# PARENNA

Grab the ball and score,  
before your opponent  
knocks you off the floor!



by John Calhoun ♦ Version 1.3

# PARARENA

**Title:** Pararena  
**Version:** 1.3  
**Year:** 1990  
**Author:** John Calhoun  
**Address:** Soft Dorothy Software  
1134 Ohio St., #1  
Lawrence, KS 66044  
**AOL:** SoftDoroth  
**Cost:** \$8

A really challenging game; not  
for those with little patience.  
The sound effects are great.

**Players:** 1

**Documentation:** Online help available.

**Monitor compatibility:** Runs in black-and-white, 256- and 16-color modes, displaying only black and white.

**Suggested RAM required:** 768k

**Machines tested:** Mac II (RGB 13-inch monitor with System 7 & 7.1); PowerBook 170 (System 7.0.1); Mac Plus (System 6.0.3 & 6.0.7); Accelerated Mac Plus (System 6.0.7); SE (System 6.0.5 & 7); IIci (System 6.0.7 & 7).

**Movement control:** Mouse.

**Availability:**

**Download time (2400 Bps):** <24 minutes

**AOL:** Games & Entertainment Forum; Arcade Library; type keyword MacGames; file name: Pararena1.3 sea

**CIS:** Go Mac Entertainment Forum; Arcade/Action Games Library; file name: PARA13.SEA

**GEnie:** Games library in Mac Roundtable; file name: PARARENA 1.3.SIT; file number: 20093



## GAME SUMMARY

A unique game in a parabolic saucer in space, pitting you against one of four opponents. Grab the ball and score before your opponent does, or push him out of the arena.

## THE SCOOP

This is an intense but fun game that's a cross between the movie *Rollerball* and what author John Calhoun describes as "Battlin' Tops" (a game in which you spin tops in a dish and hope yours is the last one spinning). You are pitted against your opponent (you have a choice of four different computer opponents) as you both skate along on your gravi-boards (floating skateboards; remember *Back to the Future II?*) in a bowl-shaped arena in space. The idea is to grab a rolling ball, avoid your opponent and deposit the ball in your goal.

While you try to pick up the ball and head for your goal, your opponent will

try to knock you out of the arena (vaporizing you in the process) or at least block your scoring attempts and stall you, forcing you to lose possession of the ball.

Pararena has options for controlling the game speed, gravi-board power and even the physics that govern how you play—from no friction in the bowl-shaped arena to strong friction.

The sound effects are great, especially the roar of the crowd, the metallic clang of hitting your opponent and the electronic whooshing of the roller ball.



## AUTHOR BIO

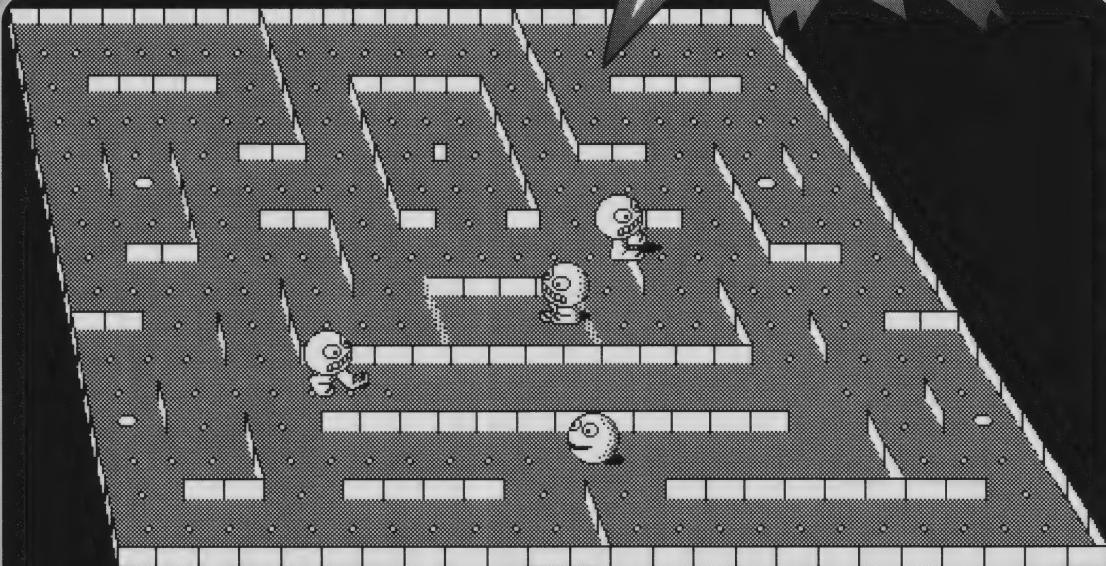
**P**ararena author John Calhoun has written lots of other great shareware games, including Glypha and Glider, which are both featured in *MacArcade*. His full biography appears with the review of Glypha on page 32.

## HINTS & TRICKS

Be sure to place your man between your opponent and the goal to block scoring. To get a head start on trying to grab the ball, move your man close to the ball entrance on the top left of the arena. Use the autopickup feature so you don't have to worry about picking up the ball.

# BACHMAN

Eat the nasties  
before they eat you.  
This game has great  
animation, too!



Score: 18



Level: 1

by Ingemar Ragnemalm • Version 1.1u

# BACHMAN

**Title:** Bachman  
**Version:** 1.1u  
**Year:** 1992  
**Author:** Ingemar Ragnemalm  
**Address:** Arrendegatan 102  
S-58331 Linkoping, Sweden  
**Internet:** ingemar@isy.liu.se  
**Cost:** \$10

Tough to play with the mouse.  
It is hard to control the  
movement of the Bachman.

**Players:** 1

**Documentation:** Online help available.

**Monitor compatibility:** On machines slower than an LC, set monitor to black-and-white, mode and check Fast Graphics under the Game menu. Fast Graphics will not work on some machines. This game runs in black-and-white only.

**Suggested RAM required:** 600k

**Machines tested:** Mac II (RGB 13-inch monitor with System 7 & 7.1); PowerBook 170 (System 7.0.1); Mac Plus (System 6.0.7); Accelerated Mac Plus (System 6.0.7); SE (System 7); LC (System 6.0.7); IIci (System 7.0.1)

**Movement control:** Keyboard and/or mouse. You have a choice of keyboard commands from the menu or you can use the arrow keys. Keyboard is configurable.

**Availability:**

**Download time (2400 Bps):** <25 minutes



**AOL:** Games & Entertainment Forum;  
Arcade Library; type keyword MacGames;  
file name: Bachman 1.1u.sit.

**CIS:** Go Mac Entertainment Forum; Ar-  
cade/Action Games Library; file name:  
BACH11.CPT

**GEnie:** Games library in Mac Roundtable;  
file name: BACHMAN 1.0U.SIT; file  
number: 22899



## GAME SUMMARY

A great implementation of the popular Pac-Man arcade game in 3D perspective—much like the arcade game Zaxxon.

### THE SCOOP

**R**emember Pac-Man? My wallet does! Pac-Man hit the U.S. in November 1980, and it took the country by storm, becoming the most widely played arcade game of 1981. Developed by Namco, a Japanese company, Pac-Man was based on a Japanese nursery rhyme about a monster who devoured everything in his way, making a puck-puck-puck sound as he gobbled things up. Pac-Man was called Puck-Man in Japan, but when the game was licensed to the American company Midway, it changed the name to Pac-Man because Puck-Man sounded too much like a frequently uttered American expletive!

Pac-Man was an overwhelming success, spawning Pac-Man T-shirts, coffee mugs—even Halloween costumes. Eventually, more than 500 Pac-Man products were pumped into the US market (you can still find them). Ms. Pac-Man, the “female” version of the game, was introduced in January 1982. Part of Pac-Man’s immense popularity was its appeal to both boys and girls (or men and women, for that matter).

So it’s no surprise that there are a few Mac versions of Pac-Man, Bachman being a unique example. This is a great version of Pac-Man. The animation is superb, featuring little round monsters who are nothing more than mouths and feet. It’s also hilarious to watch.

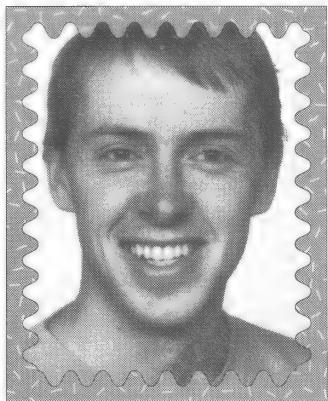
You move your Bachman through a set of mazes, grabbing up all the various markers and bonus objects, especially Power Pills, which let you eat the nasties that chase you. Eat or be eaten! You can shoot Biscuits at the nasties—it slows them down but does not kill them—and you can jump into Teleporters, which will instantly move you to a different spot in the maze. You can begin a game on any of the nine different levels.

When you register Bachman, you’ll receive an editor for building your own custom mazes.

Why is it called Bachman? Listen to the music and think about the names of the game elements.



## AUTHOR BIO



**I**ngemar Ragnemalm was born in 1962 in Linkoping, Sweden, where he still lives. Ingemar's father was one of the first computer engineers in Sweden.

Ingemar is a graduate student in electrical engineering at Linkoping University.

Ingemar started programming (hacking) in 1978, when he bought a home computer (Speed9, made in Linkoping) and wrote lots of games for it. In 1985, he used a Mac for the first time and immediately

realized that "this is how computers should work." He got his own Mac SE in 1987 and now also has a Mac LC.

He has written several utilities and games. During 1991, Ingemar managed to make his animation routines good enough to produce Slime Invaders (see page 109) and a downhill skiing game he has yet to release. Ingemar used the tools and skills he perfected for Slime Invaders to write Bachman.

Other games he has recently released include MacSokoban, Hexmines and Classic Daleks. All except Bachman are free. For the \$10 fee he asks for Bachman, Ingemar sends the extended version of the game, a maze editor and the latest versions of all his other work.

Ingemar says that it's a losing proposition to send him checks drawn on U.S. banks. Swedish banks charge \$12 to process such checks, so cash is probably best.

Even though he won't make a fortune paying \$12 to cash his \$10 checks for Bachman, Ingemar still enjoys writing shareware games. "Game programming is a hobby—a chance to write something that someone cares about—something that makes someone happy," he says. "Some games even have some connection to my studies. Most of all, it is a nice diversion from all the dry formulas and theorems I'm working with otherwise."

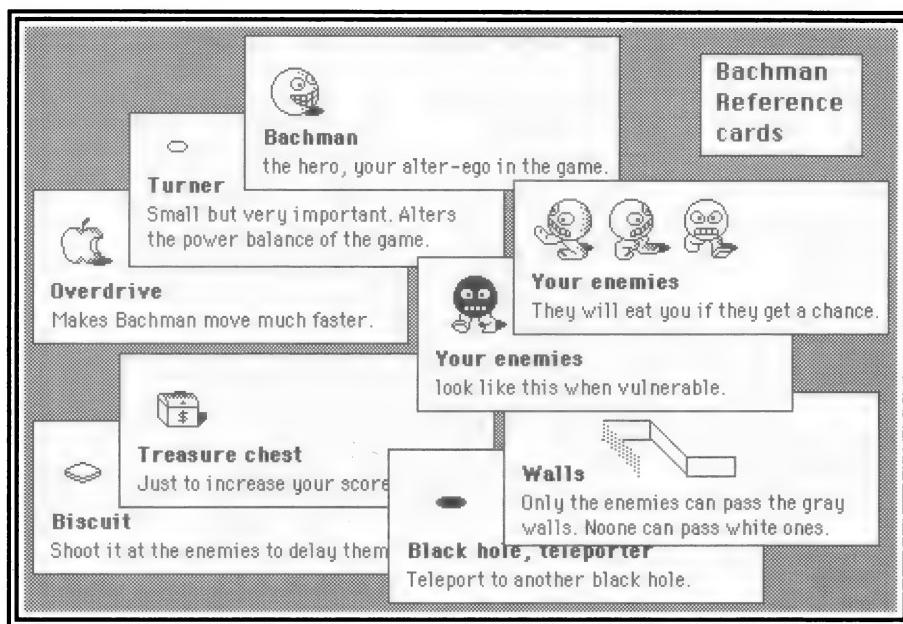
## HINTS & TRICKS

You should always try to get the Treasure Chests, since they get more and more valuable. With some luck, you can get quite a few on each level. On the other hand,

Overdrive combined with a Turner may give you the chance to eat all the enemies, so both bonuses can be valuable.

Try using both the mouse and the keys to control your Bachman; picking one or the other can make a big difference in how well you play the game. If you use the mouse, keep an eye on the joystick direction indicator, in the upper-right corner of the game screen—it will tell you in which direction you are sending your mouse.

Remember that you can use Black Holes to teleport from one spot in a maze to another. This can be both a handy means of escaping nasties that are hot on your trail as well as a risky gamble that may plop you into a worse situation than the one you just left.





# ROBOIDS II

Jump your way  
to win the game:  
get vaporized  
if your jump is lame!



by Glenn Seemann ♦ Version 1

# ROBOIDS

**Title:** Roboids II  
**Version:** 1  
**Year:** 1991  
**Author:** Glenn Seemann  
**Address:** PO Box 149  
Destrehan, LA 70047  
**Cost:** \$5

The animation is very good.  
There is a black-and-white  
version of the game.

**Players:** 1

**Documentation:** Online help available.

**Monitor compatibility:** Functions in 16-color mode only (automatically adjusts the monitor).

**Suggested RAM required:** 384k

**Machines tested:** Mac II (RGB 13-inch monitor with System 7 & 7.1); IIci (System 6.0.7 & 7); LC (System 6.0.7); IIsi (System 7.0.1)

**Movement control:** Keyboard (nonconfigurable).

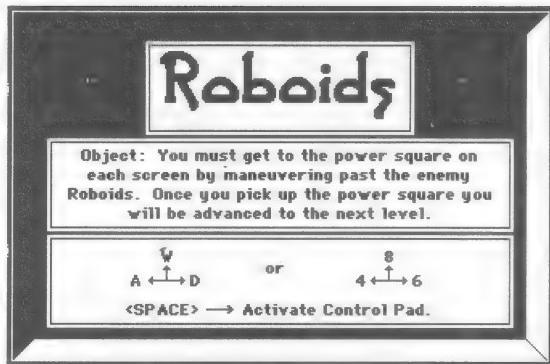
**Availability:**

**Download time (2400 Bps):** <10 minutes

**AOL:** Games & Entertainment Forum; Arcade Library; type keyword MacGames; file name: Roboids II (16 colors required).sea

**CIS:** Go Mac Entertainment Forum; Arcade/Action Games Library; file name: ROBO12.SEA

**GENie:** Games library in Mac Roundtable; file name: ROBOIDS II.CP; file number: 21159



## GAME SUMMARY

You must fight your way past attacking robots by jumping over them to make your way to the next level.

## THE SCOOP

**W**ith Roboids, you must get your robot past a series of hostile enemy robots who are out to vaporize you. You can't shoot the enemy robots in Roboids; you can only jump over them. The idea is to leap past them

and get to the transporter and power square, which send you to the next level.

Roboids is similar to the old arcade game Berzerko where you had to shoot aliens before they vaporized you.



## AUTHOR BIO

 Glenn Seemann is the creator of such popular Macintosh shareware programs as Shadow Keep (a role-playing game), Vegas Poker (a card game) and, of course, Roboids. He is a computer science and history double-major at the University of New Orleans. Glenn is currently developing a new role-playing game, Shadow Spheres, which is a color sequel to Shadow Keep. Beside more games, he is very interested in creating educational software for the Mac.



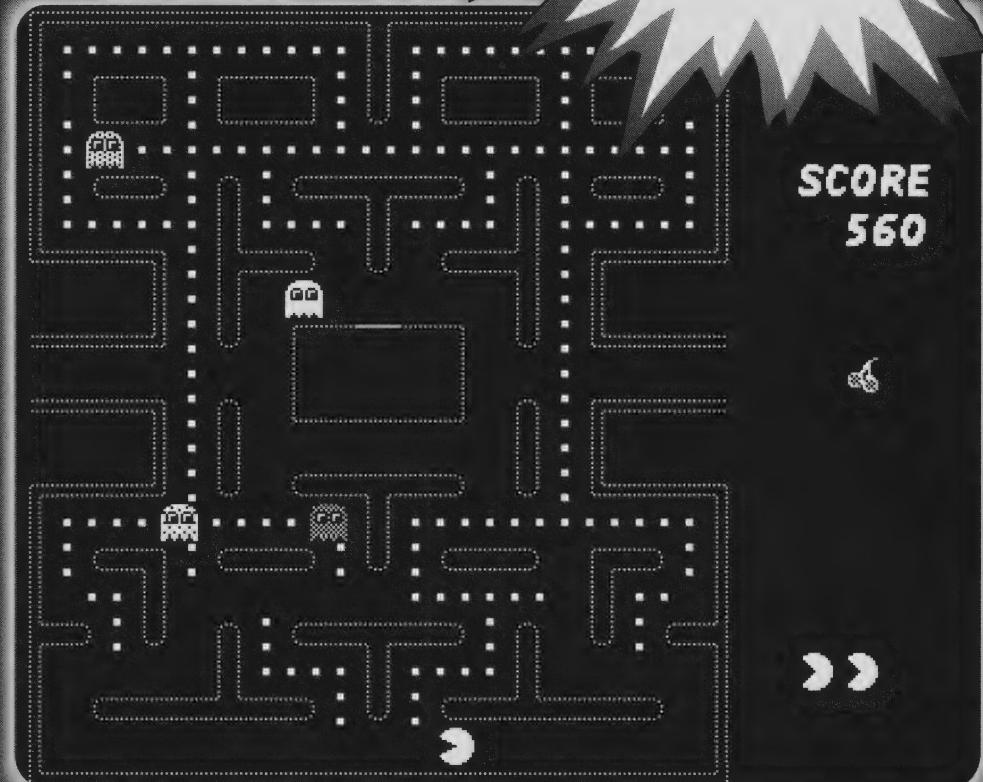
## HINTS & TRICKS

Since there's so much jumping in Roboids, timing is everything. On the second level, watch out when you try to jump over the first floor robot. He's a bit tricky and quickly comes back to get you. The robot on the second floor is waiting for you also and will instantly vaporize you, so be careful of your timing.



# MAGICAL CLASSIC

Puck-puck-puck,  
around you go;  
eat the nasties,  
and enjoy the show.



by John Butler ♦ Version 2.0.1

# MacMan Classic

**Title:** MacMan Classic  
**Version:** 2.0.1  
**Year:** 1992  
**Author:** John Butler  
**Address:** 2061 Vinton Ave.  
Memphis, TN 38104  
**AOL:** JohnB42414  
**Cost:** \$8

A great black-and-white  
Pac-Man game that is a faithful  
reproduction of the original. No  
sounds on Mac Plus.

**Players:** 1

**Documentation:** Online help available.

**Monitor compatibility:** Runs in black-and-white and 256- and 16-color mode, displaying only black and white. MultiFinder compatible (200k partition recommended).

**Suggested RAM required:** 100k

**Machines tested:** Mac II (RGB 13-inch monitor with System 7 & 7.1); PowerBook 170 (System 7.0.1); SE (System 6.0.7 & 6.0.8). Mac Plus (System 6.0.7); Accelerated Mac Plus (System 6.0.7); LC (System 6.0.7); IIci (System 7.0.1). Will not run on a 128, 512 or 512e.

**Movement control:** Keyboard (configurable).

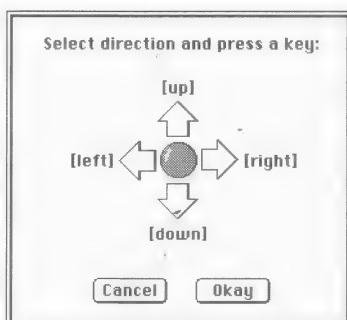
**Availability:**

**Download time (2400 Bps):** <6 minutes

**AOL:** Games & Entertainment Forum; Arcade Library; type keyword

MacGames; file name: MacMan 2.0.sea

**GEnie:** Games library in Mac Round-table; file name: MACMAN 2.0.CPT; file number: 23826



## GAME SUMMARY

**A classic game of Pac-Man on the Mac.  
The closest Mac reproduction of the original  
game, MacMan eats the nasties or gets eaten.**

### THE SCOOP

**Y**ou already learned the history of Pac-Man from the review of Bachman (see page 81). MacMan is a great clone of the arcade game Pac-Man.

Anyone who has played Pac-Man will feel right at home with MacMan. You guide your MacMan through the maze, munching the dots, energizers and fruit while avoiding the ghosts. Each of the 240 dots are worth 10 points, and you advance to the next level if you eat all of them.

You can eat the ghosts that are coming after you by eating one of the four energizers found in the corners of each maze.

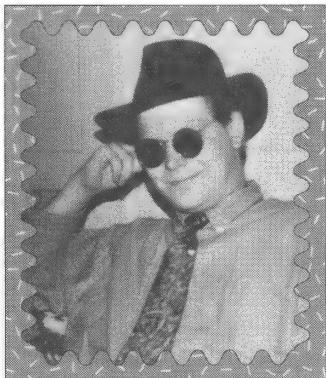
Various bonus points are given for eating the fruit when it appears.

You can start a game at any of the 13 levels, and there are some cute animations after the strawberry, second orange and second apple levels.

There are other options available, including making yourself invincible, increasing the number of lives you have and setting the number of ghosts. This is a fun game, and of all the Pac-Man-inspired games, MacMan is the most faithful to the real thing.



## AUTHOR BIO



John Butler is from Memphis, Tennessee (please, he asks, no jokes about the "King"), and by day he is a real-life programmer. At night he's a shareware programmer, or as he says, "a bum."

John spends his free time watching NBA games. The last book he read was *Inside Macintosh*, and the recent accomplishment of which he's most proud was waking up before noon.

John considers himself brilliant and woefully immodest. His favorite quote: "Khrushchev was right about one thing: when it came time to hang the capitalist west, an American businessman would sell him the rope." —Tom Wolfe, *The Right Stuff*

## HINTS & TRICKS

Go for points! MacMan gives away extra men like candy—every 15,000 points.

Since MacMan is so close to Pac-Man, strategies that kept you alive in the arcade classic are almost sure to help you in this game.



# BRICKLES PLUS

Break the bricks.  
don't miss the ball;  
the biggest trick  
is getting them all!



by Ken Winograd ♦ Version 2.1

# BRICKLES PLUS

**Title:** Brickles Plus

**Version:** 2.1

**Year:** 1992

**Author:** Ken Winograd

**Address:** 20-39 Country Club Dr.  
Manchester, NH 03102

**Cost:** \$10

A great game for younger  
players and older Macs.  
Brickles is a classic that runs  
at whatever speed or skill  
level you like.

**Players:** 1

**Documentation:** Online help available.

**Monitor compatibility:** Runs in black-and-white, 16-color or 256-color mode (displaying only 16 colors).

**Suggested RAM required:** 256k

**Machines tested:** Mac II (RGB 13-inch monitor with System 7 & 7.1); PowerBook 170 (System 7.0.1); Mac Plus (System 6.0.3 & 6.0.7); Accelerated Mac Plus (System 6.0.7); SE (System 6.0.5 & System 7); IIci (System 6.0.7 & 7).

**Movement control:** Mouse.

**Availability:**

**Download time (2400 Bps):** <6 minutes

**AOL:** Games & Entertainment Forum; Arcade Library; type keyword MacGames; file name: Brickles Plus 2.1.sea

**CIS:** Go Mac Entertainment Forum; Arcade/Action Games Library; file name: BRICK2.SIT (This is Version 2.0)

**GEnie:** Games library in Mac Roundtable; file name: BRICKLES PLUS 2.1; file number: 23232

## GAME SUMMARY

In this ultimate break-out game for the Mac, you use a paddle to bounce a ball into a wall of bricks, scoring points as long as you don't miss the ball.

## THE SCOOP

**B**rickles Plus is a Mac version of BreakOut, a great early arcade game. Some video game historians say that BreakOut was the first real arcade video game. A young man named Steve Jobs, who was working for Atari at the time, developed BreakOut. It was introduced to American arcade fans in 1976 and became an overnight success. In case you're wondering whatever happened to that kid Steve Jobs, he went on to become co-founder of Apple Computer—playing a key role in the development of the Macintosh—and is now trying to repeat his success with the NeXT computer.

With Brickles Plus, you can have one, two or four paddles, making the game pretty exciting. It's a simple game: you paddle the ball against a wall of bricks (10 deep), scoring points as long as you don't miss the ball. If you can get the ball past a single column of bricks between the top row of bricks and the "ceiling," it will bounce along rapidly, clearing bricks along the way until it finally comes back down toward the paddle.

You can adjust the size of the paddles, the ball and the speed of the game.



## AUTHOR BIO



**K**en Winograd, a programmer and computer consultant, has been programming for more years than he might like to admit. A graduate of MIT (before they even had desktop computers!), Ken studied music and electrical engineering and is still looking forward to the day when he finally gets a job in his own field. Besides creating such shareware favorites as Brickles Plus and HangMan Plus, Ken has also written a growing number of shareware, freeware and commercial utilities, including DAFile, DAFont, PRAM,

BCS\*Clicker, FatMouse, FontWizard, FontMaster, FontConflicts, PSFontFinder and, most recently, Varityper ToolKit, ToolBox and WindowBox.

## HINTS & TRICKS

Try to clear an entire stack of brickles at either end and get the ball to the top. This will generate a good score without a lot of paddle work, since it will keep the ball among the bricks, smashing them from the inside to the outside, freeing you from returning the ball for a while.

You can customize the look of Brickles Plus by using the color selector located in the Edit menu. On black-and-white monitors, you can reverse the screen and change the patterns used to draw the bricks. On a color monitor, you can select the color of the ball, paddle, bricks, background and brick patterns.

### Secret features:

A little-known feature of Brickles Plus is that the game window is resizable. Most Mac windows can be sized by using the size box in the lower right corner of the window. The Brickles Plus window can be resized in the same way, only the size box is invisible. But since it's located in the same place as every other Mac size box, a little searching will find it. When the window is resized, the size of the bricks themselves shrink or enlarge proportionally. It can be a lot of fun to play Brickles Plus in exceedingly small or large windows.



# MINEFIELD

Step with fear  
and lots of care,  
an exploding mine  
may be waiting there.

0 30



0 12

	2	2						1	2	2	1	1
1	3	2	1	1	1			1	3	2	1	
1	2	1	1	1	1			1	1	1	2	
	2	2	2	2	1	1	1	1	1	1	1	
	1	2	2	2	1	1	1	1	1	1	1	
	3	2	3					2	1		1	
1	1	1	1	1	2			1	1	1	1	
	2					2	3	3	1	1	2	1
	2								1		1	
1											1	

by Kendall Redburn ♦ Version 1.1.1

# MINEFIELD

**Title:** Minefield

**Version:** 1.1.1

**Year:** 1992

**Author:** Kendall Redburn

**Address:** BugByte, Inc.

3650 Silverside Rd., #3  
Wilmington, DE 19810

**AOL:** BugByte1

**CIS:** 73700,2104

**GEnie:** K.Redburn

**Cost:** Free (freeware); you must register to unlock higher levels.

**Players:** 1

**Documentation:** Online help available.

**Monitor compatibility:** Runs in black-and-white, 16-color or 256-color mode.

**Suggested RAM required:** 384k

**Machines tested:** Mac II (RGB 13-inch monitor with System 7 & 7.1); PowerBook 170 (System 7.0.1); Mac Plus (System 6.0.7); Accelerated Mac Plus (System 7.0.7); SE (System 7); LC (System 6.0.7); IIci (System 7.0.1).

**Movement control:** Mouse.

**Availability:**

**Download time (2400 Bps):** <12 minutes

**AOL:** Games & Entertainment Forum; Arcade Library; type keyword MacGames; file name: MineField 1.1.1.sea

**GEnie:** Games library in Mac Roundtable; file name: MINEFIELD 1.1.1; file number: 24334

A commercial version called Super MineField, with many more games and features, is due out in 1993. Be on the lookout for it.

## GAME SUMMARY

A nerve-wracking game in which you must uncover squares without exposing ones that have mines in them. Step on a mine and—BOOM!—the game is over.

## THE SCOOP

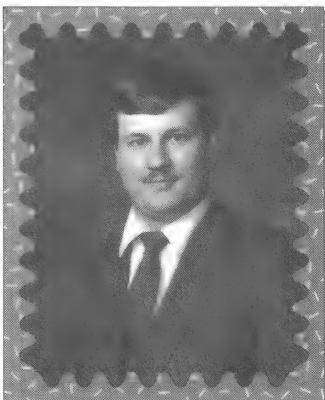
There are a number of “mine” games around, but this one has it all: color, timers, score-keeping and nice-looking graphics. Minefield is simple to play, but it’s like a potato chip: you can’t play just one game.

In Minefield, you are on a playing area composed of 200 squares. You click on one of the squares with your mouse, and when the space is cleared, it will be blank, have a mine or a number, which refers to the number of mines that are adjacent to the space cleared. You keep uncovering spaces until either you hit a mine or uncover all the unmined spaces and win. Once you hit a mine, the game is over.

Minefield features beginner, intermediate and expert levels. There are options available, such as holding down the Option or Command key to flag a known mine.

A timer gives you 999 seconds to win. There are 15 mines, and as you flag them correctly, the mine counter displays the number left to find. The mine counter goes down even if you incorrectly flag a space, so be careful. There are “guru levels” for those who register the program.

## AUTHOR BIO



Kendall Redburn, 33, started programming in BASIC when he was 16. He had always been interested in games, and programming gave him a perfect opportunity to exploit that interest. Sometimes, he would take others' ideas and expand on them; other times, he would come up with his own ideas.

Kendall wrote a lot of war games, gradually improving each one. In 1977, he wrote his first text adventure game, *WIZARD*. It had spells, magic items,

more than 110 rooms and 28 monsters.

Kendall is married and has two children. In 1986, he bought his first Mac and wrote his first Macintosh program, *Halloween Night*, for his daughter, who was afraid of monsters. In the game, you give candy to the nasty monsters that come to the door. The monsters then become happy and are no longer frightening.

*Halloween Night* taught him a lot about programming, and Kendall's next great learning experience came at ABA Software, where he was hired to write a PICT editor. But the company switched gears and decided his editor would become *Draw it Again Sam...*, a drawing program released only five months after it had been conceived. Beta testing—what's that? Eighteen months and a few million dollars later, ABA folded.

Kendall's other shareware products include *Halloween Night II*, an updated version of the game he wrote for his daughter; *Block Paint*, an icon-based painting system for kids; *Rockets 1.2*, a fireworks module for the *After Dark* screen-saver; *Balloons*, a balloon animal-making module for *After Dark*; *Color Convert*, a utility for printing color images on an *ImageWriter II*; *Monster Hunt*, a game in which you must hunt a monster in underground caves; and *Sea Hunt*, a 3D, one-player *Battleship* game.

**K**endall has written some commercial products, like QuickPie, a pie chart desk accessory, and Balloon Stack, a HyperCard stack that illustrates how to make 34 balloon animals.

His hobbies include knives, juggling, playing the piano and wood-working. Kendall also runs the Macintosh Users of Delaware user group.



## HINTS & TRICKS

It is rare that a game cannot be solved, but learning to see the solution may take many hours of practice and patience. A good player understands that knowing where a mine cannot be is as important as knowing where a mine must be.

When you are down to the last mine, and it must be under one of two spaces, there's a way to find it without guessing! (Hint: How does the computer determine when you have won?)

### **Secret features:**

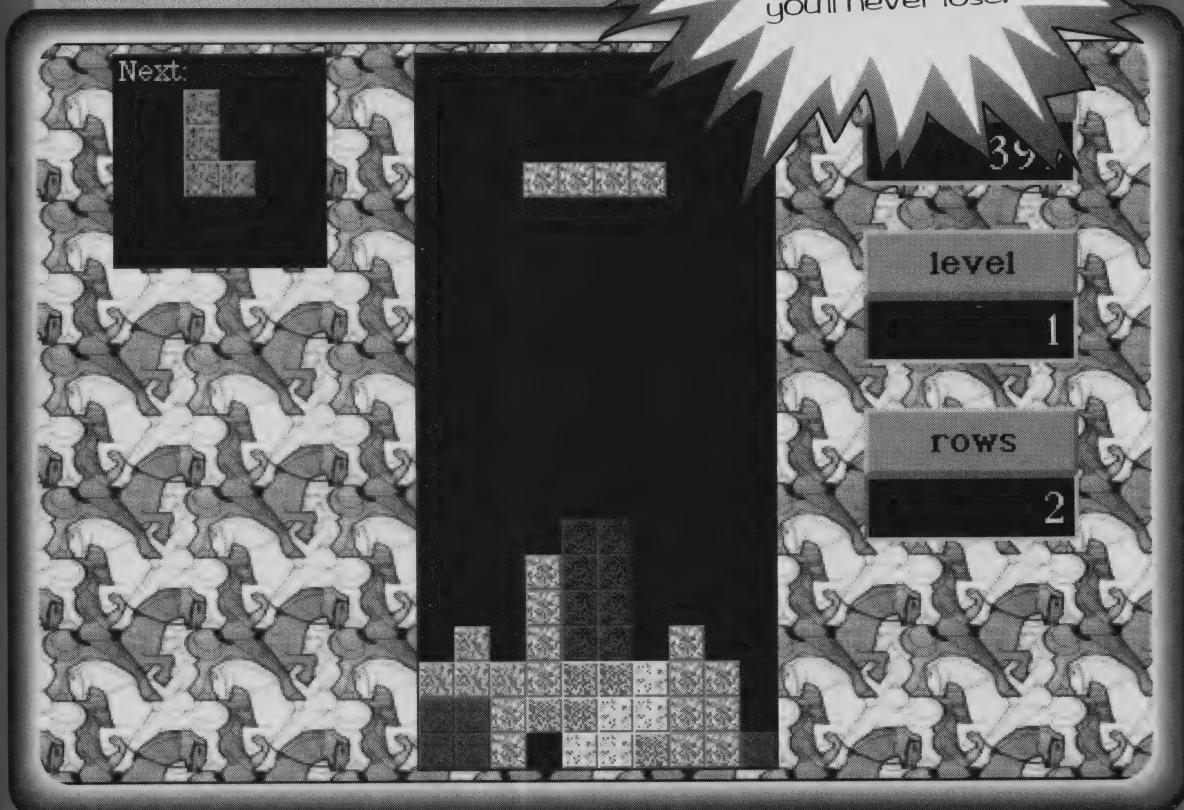
For a quick help reference, hold down the Option key, move your mouse over the smiling face and click.

If you have only progressed a little way into a new game or if you have a poor starting position, just start a new game! Only games that are won or lost to a mine are counted.



# TETRIS MAX

Falling cubes  
and brilliant hues  
make this a game  
you'll never lose.



by Steve Chamberlain ♦ Version 1.1

# TETRIS MAX

**Title:** Tetris Max  
**Version:** 1.1  
**Year:** 1992  
**Author:** Steve Chamberlain  
**Address:** 500 Memorial Dr.  
Cambridge, MA 02139  
**Internet:** slchambe@athena.mit.edu  
**Cost:** Free (freeware)

The background music is from "Blissed," by Jesus Jones...real cool.

**Players:** 1

**Documentation:** Online help available.

**Monitor compatibility:** Runs best in 256-color mode but will function in 16-color mode (but game isn't as colorful and response is slow).

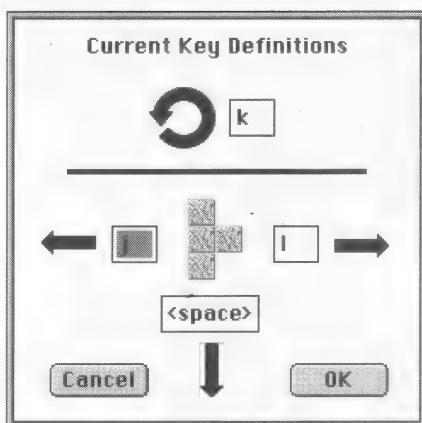
**Suggested RAM required:** 800k

**Machines tested:** Mac II (RGB 13-inch monitor with System 7 & 7.1); LC (System 6.0.7); IIsi (System 7.0.1). Game author states that it works under Systems 6 & 7 on all Macs with 12-inch monitors or larger. The game was written and tested on an LC under System 6 & 7, and it has also been tested on a IIfx and a Quadra 900 (both with System 7). The author states that it should work on any color capable Mac.

**Movement control:** Keyboard (configurable).

**Availability:**

**Download time (2400 Bps):** <35 minutes



**AOL:** Games & Entertainment Forum; Arcade Library; type keyword MacGames; file name: tetris-max-11.sea

## GAME SUMMARY

**Line up the colored pieces to score points and keep the screen clear. You can move the blocks left or right, or rotate them counterclockwise.**

## THE SCOOP

**A**mong the several Tetris-style games for the Mac, Tetris Max is one my favorites. The game is simple: line up the falling cubes of the same color so they form a horizontal row. When you succeed at this, all the cubes in the same colored row disappear, giving you points and freeing up more

room on the screen for more dropping cubes. It's amazing how such a simple concept can be so addictive and so much fun.

The game has 10 levels, each more difficult than the last, and you can begin a new game on any of them.

## AUTHOR BIO



Steve Chamberlain is in his senior year at MIT, working toward a bachelor's degree in computer science and engineering. His specific interest is in digital systems engineering, which basically means designing and building circuits, chips and entire digital systems.

He grew up in Rochester, New York; he started computing when he was 13 when he got an Atari 800 and a 300 Bps modem, which he used to call all the local bulletin boards. He wrote "zillions of programs," mostly in BASIC, for that machine. After spending some time with PC and Amiga systems, he got a Mac SE and loved it. He learned C on his own during his freshman year at MIT and started to write simple programs with the help of *Inside Macintosh* and the Think C sample programs. He never wrote anything very spectacular, though. He moved up from the SE to an LC last summer and also invested in new volumes of *Inside Macintosh* and Mark and Reed's *Macintosh C Programming Primer* (Vols. 1 and 2). With the help of those books, he started to get the hang of programming the Mac.

Steve wrote Tetris Max in Think C 5.0 on an LC in summer 1992. He liked Tetris, but the only version he ever saw for the Mac (the Spectrum Holobyte version) was black and white and wasn't free. So he decided to write his own version. His friends told him they loved his version, so he uploaded it to an Internet site and later to AOL. Well, it seems to have spread. Steve has gotten e-mail and letters from people all over the US and Europe thanking him for the game and telling him how much they enjoyed it. Steve says he is surprised at the reaction the game has received. He never thought it was all that exciting.

Tetris Max is the only big Mac program Steve has ever written, and the only program he has ever made public. He doesn't consider himself a Mac programming guru and says he still doesn't understand half of the Toolbox routines. Furthermore, he's sure he'd get a failing grade if he turned the source code in for any of his software classes, but it works and people seem to like it, so he's happy.

**S**teve has a warped and demented sense of humor. His hobbies include bobsledding and collecting PEZ candy dispensers. He's a good downhill skier and also loves playing hockey, even though he's not so good at it. He loves the outdoors, hiking and boating. He likes Scrabble and Monopoly and is a personal friend of the Massachusetts state Monopoly champion. In his spare time, he weaves impressionist artwork out of old socks.



## HINTS & TRICKS

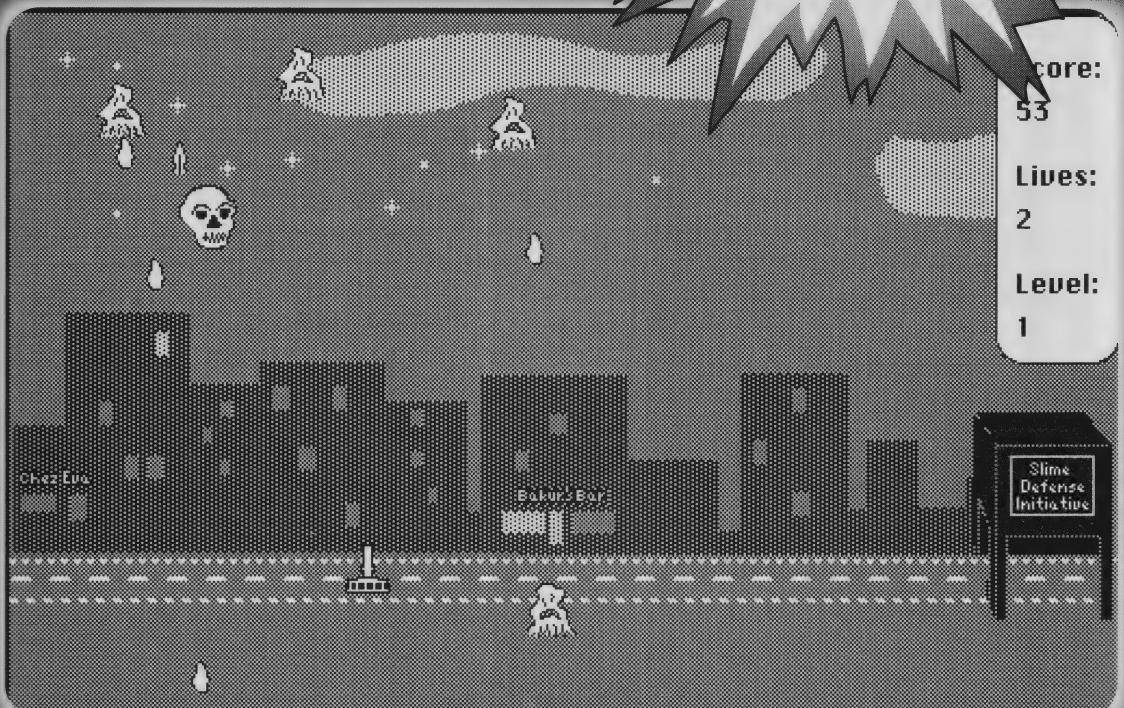
Try clicking on the picture of the log in the About Box. (The sound is from Nickelodeon's "Ren & Stimpy" show.)

Memorize the colors and shapes; it makes it easier to fit patterns. The top left corner shows you the next falling piece, so be sure to glance at it while the current piece is falling.



# SLIME INVASERS!

Getting slimed  
is never fun.  
This game keeps you  
on the run.



by Ingemar Ragnemalm ♦ Version 1.0

# SLIME INVADERS

**Title:** Slime Invaders  
**Version:** 1.0  
**Year:** 1991  
**Author:** Ingemar Ragnemalm  
**Address:** Arrendegatan 102  
S-58331 Linkoping, Sweden  
**Internet:** [ingemar@isy.liu.se](mailto:ingemar@isy.liu.se)  
**Cost:** Free (freeware)

I love the sounds in  
this game...they even  
sound slimy!

**Players:** 1

**Documentation:** Online help available.

**Monitor compatibility:** Runs in 256-color, 16-color and  
black-and-white mode.

Suggested RAM required: 390k

**Machines tested:** Mac II (RGB 13-inch monitor with System 7 & 7.1);  
PowerBook 170 (System 7.0.1); SE (System 6.0.7 & 7); Mac Plus  
(System 6.0.7); Accelerated Mac Plus (System 6.0.7); LC (System 6.0.7);  
IIci (System 7.0.1); LC (System 6.0.7). Game author states that it  
should run on all Macs with System 6.0x or later.

**Movement control:** Mouse.

**Availability:**

**Download time (2400 Bps):** <13 minutes

**AOL:** Games & Entertainment Forum; Arcade Library; type keyword  
MacGames; file name: Slime Invaders

**CIS:** Go Mac Entertainment Forum; Arcade/Action Games Library;  
file name: SLIME.BIN or SLIME.CPT

**GEnie:** Games library in Mac Roundtable; File name: SLIME  
INVADERS.SIT; file number: 22341

## GAME SUMMARY

Another version of the classic Space Invaders arcade game, this one has you destroying slime creatures and other things. Shoot them before they shoot you.

## THE SCOOP

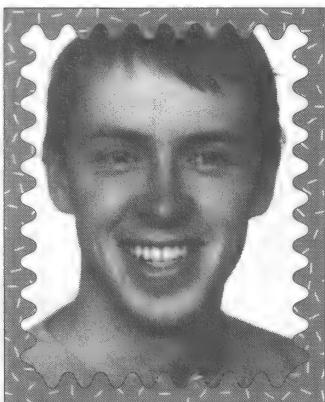
Ngemar, who brought us Bachman, a great version of Pac-Man, does the same with this rendition of Space Invaders. You use your gun (which looks like a Bunsen burner) to shoot at four types of nasties: the Slime, a Bouncer (ball), a Blob and the Skull called Death.

If you don't shoot them first, these nasties will drop slime blobs, arrows, smart bombs and a 16-ton anvil on

you. If you take your time, the Skull comes looking for you. The bad news is you can't kill it, but the good news is you can slow it down by hitting it with a rapid salvo. (See the "Hints & Tricks" section for a tip on how to survive Death, no pun intended.) Watch out for the blobs; these quick guys will also come gunning for you!



## AUTHOR BIO



Besides Slime Invaders, Ingemar Ragnemalm has written many other fun shareware games, including Mac-Sokoban, Hexmines, Classic Daleks and Bachman. For a full bio on Ingemar, see the review of Bachman on page 79.

## HINTS & TRICKS

For those Macs and monitors that have trouble with the game's animation, there's a fast animation option in the Game menu.

When Death appears, you can buy yourself some extra time by moving to one side of the Skull while shooting at him to keep him at bay. When Death gets too close, move in the opposite direction while trying to clear the level.

When you hit a bouncing ball the first time, move out of the way quickly, or it will land on you when it drops. To destroy it, shoot it again when it bounces.

Enemies:	Enemy ammo:
Slime. Would be harmless if they didn't drop other things around.	Arrow. Falls straight down.
Bouncer. You better take care when you shoot these first time.	Smart bomb. Tries to hit you.
Blob. Might move a bit too fast to be easy to kill.	Heavy stuff.
Death (a.k.a. Skel). Might show up if you take too long to kill the others. Can't be killed, but shooting at it delays it somewhat.	
Friends:	
	Your gun. You have three from the start, and might get some reinforcements later.
	Anti-slime grenade. Will kill most enemies if you manage to hit them.
<b>OK</b>	Since the grenades are too large to fit in the gun, your gun will look like this when you fire. Don't panic, this is normal.

# ROBOWAR

Create your robot.  
let it fight.  
Sit back and watch...  
it could take all night!

## RoboWar

 **Existentialist** Energy: 28  
Damage: 99

 **Ghost** Energy: 128  
Damage: 100

 **Invisible Stalk** Deceased  
Time: 5

 **King Ludvig** Energy: 150  
Damage: 100

 **Lewis Girod** Energy: 0  
Damage: 150

 **TimBot IV** Energy: 14  
Damage: 100

Chronons: 17      Per Sec: 4.54

Halt **⌘H**

**—**  
**Ghost**

by David Harris ♦ Version 2.3

# ROBOWAR

**Title:** RoboWar  
**Version:** 2.3  
**Year:** 1992  
**Author:** David Harris  
**Address:** E.C. Box 36, 3 Ames St.  
Cambridge, MA 02139  
**Internet:** harrisd@athena.mit.edu  
**Cost:** \$10

More than just a game...you get to create your own robots using a built-in programming language. A great way to teach basic programming techniques.

**Players:** 1 to 6 (see below for details)

**Documentation:** Online help available; can print or save to disk.

**Monitor compatibility:** Game is designed for 16-color mode, but it will run in 256-color mode (displaying 16 colors) and black-and-white (displaying no colors).

**Suggested RAM required:** 400k

**Machines tested:** Mac II (RGB 13-inch monitor with System 7 & 7.1); PowerBook 170 (System 7.0.1); Mac Plus (System 6.0.5 & 6.0.7); Accelerated Mac Plus (System 6.0.7); SE (System 6.0.5 & 6.0.7); IIci (System 6.0.7 & 7.0.1); LC (System 6.0.7)

**Movement control:** Mouse.

**Availability:**

**Download time (2400 Bps):** <20 minutes

**AOL:** Games & Entertainment Forum; Arcade Library; type keyword MacGames; file name: RoboWar 2.3 Archive

**GEnie Games library in Mac Roundtable;** file name: ROBOWAR 2.3.SEA; file number: 23747

**Related files:**

You can find plenty of robots to battle by checking with your local user group or searching the online services; try keywords like RoboWar and Robot.



## GAME SUMMARY

**Create and battle your robot against robots made by others. This game is more observational than participatory.**

## THE SCOOP

**H**aven't you always wanted to build your very own robot? Well, with RoboWar, not only can you build a robot, you can watch your creation go to war with other robots. RoboWar is really two programs. It is a programming language (RoboTalk) with an assembler and interpreter that lets you build your own robot with unique behavior, and it's a game that lets you battle other robots, complete with animation and sound effects.

The robot factory includes features like a drafting board, hardware store and icon editor. However, unless you register by sending in your shareware fee, you can compile robots of only 100 instructions or less, so you cannot build the ultimate doomsday device. Registering will get you a disk that lets you compile robots with theoretically unlimited instructions.

If you're not interested in building your own, or if you want to pit your best robot against other "champions," hundreds of ready-made "bots" are circulating throughout the Mac community. You can load up to six at a time and watch them do battle as individuals or even as robot teams. While the battle is underway, each robot's statistics are displayed, including current energy and damage status.

A RoboWar tournament is held a couple of times a year. You can pit your robots against others to become the grand champion. The game documentation gives you the details.

RoboWar is a game you're not likely to tire of since it's constantly growing with new robots to battle.



## AUTHOR BIO



**D**avid Harris grew up playing games on his early Apple II Plus computer, programming it to beep repeatedly late at night while his family tried to sleep. As he became a more sophisticated programmer, he learned to make text flash on the screen while the computer beeped.

Several years later, David and his friends (all of them members of the Burroughs Computer Club) dreamed up the idea of a game that involved programming robots. David and a friend hammered out

the details of the RoboTalk language while puffing their way up Dragon Peak in the Sierra Nevada Mountains. A few months later, while learning programming on a Silicon Graphics workstation, David implemented the first rough version of RoboWar.

Needless to say, the Silicon Graphics platform somewhat limited RoboWar's potential audience—especially since the computer club didn't have clearance to the lab with the workstation—so David ported the program to his Macintosh computer during Christmas 1989. The program has since acquired a mind of its own and occasionally demands improvements and new features.

At RoboWar Tournaments, mentioned in "The Scoop," RoboHackers from around the country send in their most innovative bots to compete in ruthless combat for the title of Robot Champion. Competitive categories include best robot, best team and best icon. The latest tournament introduces Little League and Titan robots.

David welcomes letters with questions, comments or bug reports (although he stresses that RoboWar has no bugs) and spare Macintosh hardware.



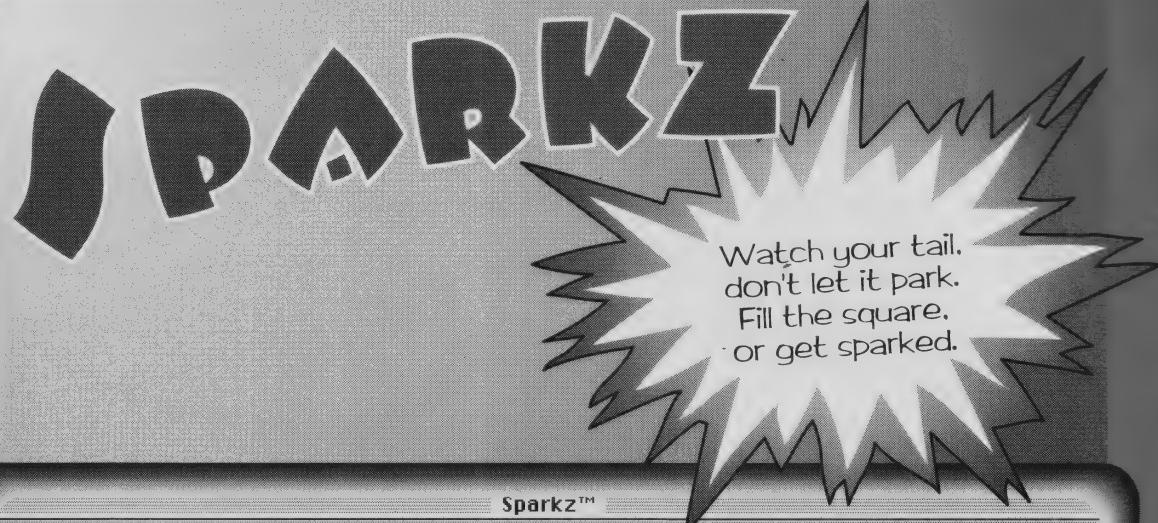
## HINTS & TRICKS

There are not many hints or tricks to playing this game since the robots do their own thing without you. However, if you collect many of the bots and learn their behavior, you can put together some pretty wild battles.

Remember that giving a robot a certain attribute may limit its ability to do other things. It's tough to create a strong, fast, powerful, agile, invulnerable robot, so you have to give up some things in order to attain others. It's your job as robot designer to come up with the perfect combination of strengths.







by Marc Dutil ♦ Version 1

# SPARKZ

**Title:** Sparkz  
**Version:** 1  
**Year:** 1990  
**Author:** Marc Dutil  
**Address:** 10595 Boulevard Lacroix  
St. George's, Quebec  
Canada G5Y 2K1  
**AppleLink:** CDA0560  
**Cost:** \$25

I found using the mouse easier than the keyboard, but you have both choices. Use the one best suited for you.

**Players:** 1

**Documentation:** Online help available.

**Monitor compatibility:** Will play in 256-, 16-color and black-and-white mode.

**Suggested RAM required:** 384k

**Machines tested:** Mac II (RGB 13-inch monitor with System 7 & 7.1); PowerBook 170 (System 7.0.1); Mac Plus (System 6.0.5 & 6.0.7); Accelerated Mac Plus (System 6.0.7); SE (System 6.0.5 & 7); LC (System 6.0.7); IIci (System 6.0.7 & 7).

**Movement control:** Mouse or keyboard (configurable).

**Availability:**

**Download time (2400 Bps):** <10 minutes

**AOL:** Games & Entertainment Forum; Arcade Library; type keyword MacGames; file name: Sparkz\_.sit



## GAME SUMMARY

**Similar to the Qix arcade game, Sparkz challenges you to enclose as much territory on the screen as possible before you get zapped by your own tail or a marauding spark.**

## THE SCOOP

The arcade game Qix, an early video game introduced in 1981, centered around the premise that the player claimed territory by drawing straight lines across the screen. Sparkz is a fine adaptation of that game, featuring great use of the Mac's color capabilities. The goal is to enclose a large area of the playing square without getting touched by a floating sparkler or your own trail. You control a moving dot along the square's borders. Another larger dot is coming after you so you have to stay ahead of it. To grab

territory, you move your dot into the arena drawing a straight line as you go, then you connect to the arena's border, usually moving perpendicular to form a square or rectangle. The completed area is then filled with color if you are successful. If the moving spark or larger dot hits your line, or if you run into your own line, the game is over.

In the first level, you must enclose 80 percent of the area before you can progress to the next stage. The higher the level, the harder it gets.



## AUTHOR BIO

**M**arc Dutil's life took a fateful turn in the late Seventies when his dad brought home a TRS-80 PC from Radio Shack. Marc's Dad patiently plugged in all the cables and turned it on, but it took Marc, a 14-year-old boy, to realize that if they were to accomplish anything using computers, he'd better learn how to program them, because the machines wouldn't do anything by themselves!

How was his dad suppose to know that you also had to buy software?

Marc says he doesn't particularly like computers; he simply enjoys building things. The computer is no more than a tool allowing him "constructions" of a greater dimension. Appropriately, he is employed by a steel company involved in the construction industry; he works with the strategic orientation of their information systems. Over the last six years, he has written more than 25 applications for the Mac, ranging from games to foreign language packages.

In his dreams, Marc sees rivers, mountains, canoes, the moon reflected on a calm lake and big white pines. He has paddled thousands of miles in the wilderness of northern Canada, and every summer, his cyclical return to the wild is pure happiness.

On a higher level of life, he is a husband and father of two. Home life, he says, is the thing to try when you think you have had everything.

Sparkz, first called Sqix!, was written during a rainy August in Rockwood, Maine. Sqix! survived for a few years, and then a software publisher came from nowhere and claimed Sqix! could become a successful product with only a small facelift.



**T**he small facelift included the addition of sparks; a sharper interface; a mouse control feature; the ability to quickly locate the moving dot; color, black-and-white and multiple screen-size support in the same version; and other small details to please the would-be software publisher.

But the publisher's interest faded, and Marc was left with a great game and no one to market or distribute it. Software companies weren't willing to pay much for Sparkz, so he held on to it, waiting. Finally, Marc decided he had waited long enough, and he released it as shareware, hoping that someone (perhaps a rich software publisher) might have fun with it. And, yes, despite all the improvements to the game, you still only have one life.



## Hints & Tricks

Start off grabbing small amounts of territory, staying close to the arena's borders so you can quickly get back if the spark approaches. The more area you capture, the more area you

have to avoid the moving dot, since it follows the borders of all the squares or rectangles you create. Grab your territory starting in one corner and work your way out.

Another good strategy is to try to anticipate the movement of your enemies. If you know they're moving away from you, you can follow right behind them, grabbing territory in their wake. Practice this technique close to the arena borders at first (where it's safer) until you get the hang of it.



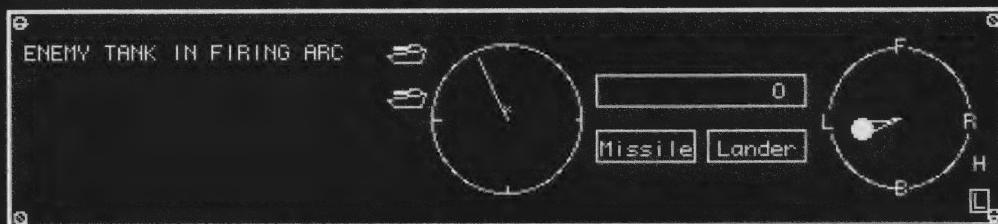
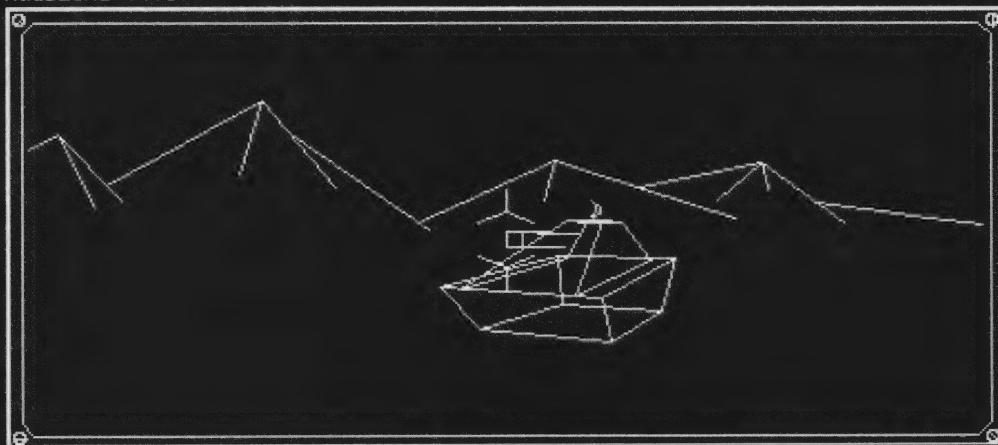


# MacBZONE

Fire your tank,  
don't stand still;  
the enemy wants you  
for its next kill.

Mac Bzone

MacBzone V1.3.1



by Randy Frank ♦ Version 1.3.1

# MACZONE

**Title:** MacZone  
**Version:** 1.3.1  
**Year:** 1991  
**Author:** Randy Frank  
**Address:** 1936 Northridge Dr.  
Coralville, IA 52241  
**Internet:** randy@tessa.iaf.uiowa.edu  
**Cost:** Free (freeware)

MacZone is now freeware,  
but send Randy a letter anyway!  
To unlock the game so you can  
play past the 20 shot limit,  
type in the serial number:  
5000 and use the access  
code: 48406914.

**Players:** 1

**Documentation:** ReadMe file; online help available that can be saved as a TeachText file.

**Monitor compatibility:** Game is designed for 16-color mode, but runs in 256-color mode (displaying only 16 colors) and black-and-white mode (displaying no colors).

**Suggested RAM required:** 700k

**Machines tested:** Mac II (RGB 13-inch monitor with System 7 & 7.1); PowerBook 170 (System 7.0.1); Accelerated Mac Plus (System 6.0.7); LC (System 6.0.7); IIsi (System 7 & 7.0.1). Compatible with System 6.0.7. Requires a co-processor (or you can use SoftwareFPU, see page 7) and runs only on a Mac II family (68020 series processor or better). It will run on Mac IIs and SEs with accelerator cards. You'll need 64-point Helvetica (TrueType) for best text display. Turn off After Dark and Master Juggler—they cause the program to crash. With SoftwareFPU on the LC and IIsi, MacZone runs almost too slowly to play.

**Movement control:** Mouse or keyboard commands (configurable).

**Availability:**

**Download time (2400 Bps):** <14 minutes

**AOL:** Games & Entertainment Forum; Arcade Library; type keyword MacGames; file name: MacZone 1.3.1.sea

**CIS:** Go Mac Entertainment Forum; Arcade/Action Games Library; file name: MCBZ12.SEA (Version 1.2)

**GEnie:** Games library in Mac Roundtable; file name: MACZONE 1.3.1.SIT; file number: 22946



## GAME SUMMARY

A great Mac version of Battle Zone, a popular 3D tank attack arcade game.

Use your gun to shoot tanks, copters, landers and missiles.

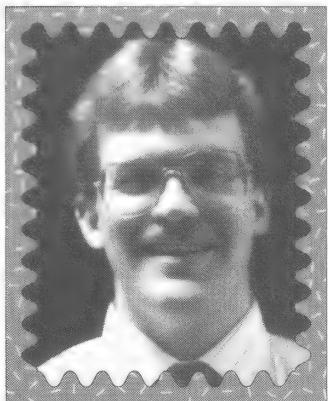
## THE SCOOP

**B**attle Zone, the original “tank” game, was introduced by Atari in 1974. I dropped many quarters into this good action game! MacBzone is a real-time arcade tank battle game, following the Atari Battle Zone arcade model. It pits you—the lone tank commander—against an endless stream of enemy tanks, landers, missiles and helicopters on a battlefield surrounded by obstacles. The graphics are three-dimensional perspective wireframes and appear in color on a color-capable Mac. You are limited to 20 shots per game unless you add the serial number and access code given on the previous page. The object of the game is to kill all the enemies before they kill you.

MacBzone was originally written by Justin Revenaugh in 1986 as a FORTRAN program for Apollo workstations. In 1990, having lost the Apollo workstations, current author Randy Frank ported the program to the Silicon Graphics workstation in his lab. Later, he traded in his Mac SE for a IIci so he could run A/UX, and he began porting the game to the Mac OS. This included a complete rewrite from the original FORTRAN code into C and new custom line-drawing routines. Three major performance revisions have led to the current version, 1.3.1.



## AUTHOR BIO



**R**andy Frank is a 26-year-old biomedical engineer working for the University of Iowa's Image Analysis Facility. He has been programming for the Macintosh on and off for about five years. His other Macintosh work includes an office billing package, a voxel rendering package and other games. Most of Randy's work involves three-dimensional scientific data analysis and visualization using Unix workstations. Recent projects include three-dimensional radiation treatment planning systems and voxel rendering

systems for MRI, CRT and confocal microscopy images. In his spare time, he writes games for the Mac.

## HINTS & TRICKS

MacBZone resembles modern tank warfare in many ways, so there's plenty of strategy and techniques that can help you stay a step ahead of the enemy. A special thanks goes out to MacBZone author Randy Frank, who

supplied us with these fantastic tips on staying alive. Check out MacBZone's online help for these tips and more information on the game.

- ★ Keep moving—don't just sit in one spot, or a tank will lock onto you and you'll be hit.
- ★ Cut down the enemy tank's firing angle by closing quickly at a narrow angle—many of his shots will fly wide. Remember, you can close in on an enemy in reverse as well as forward.

These first two tips are the most important. Always maintain some forward or backward momentum. Although closing in and cutting down on the enemy's firing arc may sound crazy, it really works. It often frees you up to fire at landers.



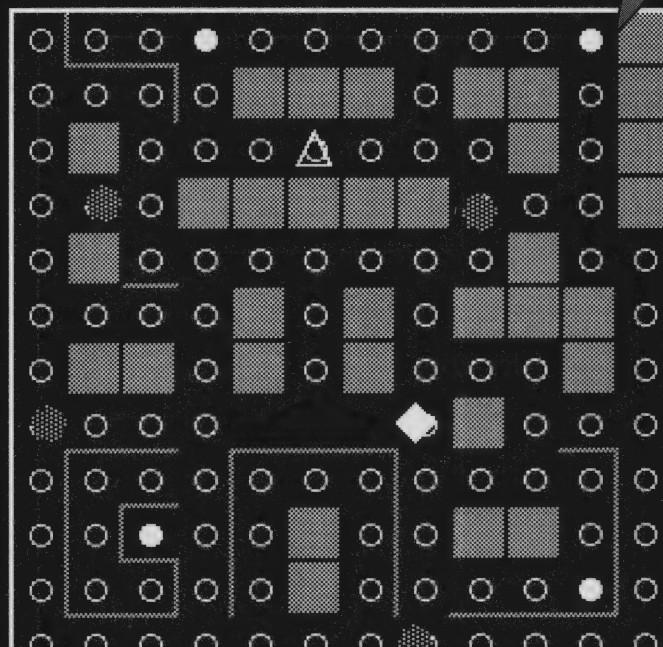
- ★ Don't put yourself in a position where you must wait for a salvo to die out while there's a tank hot on your trail.
- ★ Use the high mouse sensitivity mode. Doing so is practically a requirement for achieving the highest scores
- ★ When your score passes 75,000 points, helicopters enter the fray and missiles are no longer a threat.
- ★ To score extra points, you can entice a missile run by toying with a tank for a long time without killing it. Keep easy-to-kill tanks alive by hiding behind obstacles. Missile runs are well worth the extra points they bring, and stalling a tank can give you free shots at landers.
- ★ You can't shoot helicopters when they're in the air. And because they don't stay on the ground long, you must anticipate their motion and fire before they do. At the same time, you must already begin dodging the copter's shell. A helicopter can be fairly easily killed if you learn to anticipate its actions. The easiest way to kill a copter is to anticipate the spot where it will drop down and fire one or two shells. Right after you fire at it, run and turn to avoid the shell that the copter always fires when it drops down.
- ★ Another helicopter strategy is to avoid the helicopter's initial attack run and try to hit it as it drops down on its way off the screen. The helicopter will not fire at you (other than in the initial drop), but it's much more difficult to hit it when it's retreating. This is a much safer approach, but it's a bit more difficult to hit a copter this way.
- ★ Hide behind obstacles when you are in a bad spot. They will stop all salvos, and it usually takes enemies a long time to realize there's an obstacle between them and you.
- ★ To kill a lander, fire a spread of shells, a couple ahead and a couple behind the lander. Otherwise, the lander will dodge your fire. Use a spread of about two to four shells. Using the spread technique, you can avoid having to close the distance to the lander, which will generally get you killed by a lurking tank.
- ★ Don't second guess yourself. The time it takes to change your approach will probably doom your attack.





# MacHAWE

Gobble the beasts  
from the maze you create,  
and send them to  
their obvious fate.



Number of men: 5

Score: 30

Level: 1

Not in top 20

Next high score: 4820

by Kevin Gong ♦ Version 2.19

# MACCHASE

**Title:** MacChase  
**Version:** 2.19  
**Year:** 1992  
**Author:** Kevin Gong  
**Address:** 1302 Navellier St.  
El Cerrito, CA 94530  
**Internet:** keving@cory.berkeley.edu  
**Cost:** No set price; \$10 is suggested.

You can make some pretty wild mazes with the built-in editor. A good game to play with friends. You can each create your own mazes and then you can compete for the hardest maze to overcome.

**Players:** 1

**Documentation:** Documentation file; online help available.

**Monitor compatibility:** Game is black-and-white at all monitor settings.

**Suggested RAM required:** 310k

**Machines tested:** Mac II (RGB 13-inch monitor with System 7 & 7.1); PowerBook 170 (System 7.0.1); Mac Plus (System 6.0.3 & 6.0.7); Accelerated Mac Plus (System 6.0.7); SE (System 6.0.5 & 7); LC (System 6.0.7); IIci (System 6.0.7 & 7).

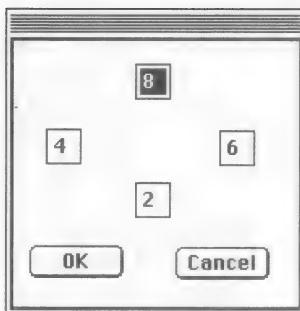
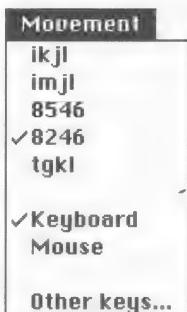
**Movement control:** Keyboard ("ikjl," "imjl," "8546," "8246," "tgkl" or configurable to user's choice) or mouse.

**Availability:**

**Download time (2400 Bps):** <17 minutes

**AOL:** Games & Entertainment Forum; Arcade Library; type keyword MacGames; file name: MacChase 2.19.sea

**GEnie:** Games library in Mac Roundtable; file name: MACCHASE 2.19.SEA, file number: 24564



## GAME SUMMARY

A great Mac game based on  
the arcade hit Pac-Man.  
**Eat the nasties before they eat you.**

## THE SCOOP

 acChase is another version of Pac-Man. This version uses a diamond for your Pac-Man, and the nasties are eight-pointed stars. As with Pac-Man, you can eat the nasties by eating the power dots in the corners of

the maze. While the animation on this game is not as elegant as Bachman or MacMan (see pages 79 and 89, respectively), it does have a built-in editor allowing you to create your own mazes.



## AUTHOR BIO



**K**evin Gong was born in California in 1970 and is currently a graduate student in computer science at the University of California at Berkeley.

He started programming MacChase during the summer of 1986 on his 512k Mac. He taught himself to program in C and released his first version of MacChase in 1987. He didn't work on upgrades for years because his code and compiler were too unwieldy for updates. That changed when he bought his SE and Think C.

When Kevin isn't programming, he's usually playing basketball, wishing he could slam-dunk—he is about five inches too short.

Kevin has written other shareware programs, including Polyominoes 3.0 and Unite 1.1. He is currently working on a music composition program and updating his other programs.

"The important thing for me is to know that people like and use MacChase," says Kevin. "That's what shareware means to me. That's what the \$0 registration fee means. I want to get feedback. It's a great feeling when I see letters coming in from all over the country—and all over the world."

### HINTS & TRICKS

Be sure to grab the power triangle as soon as you can—this triples the speed of your man. Then grab a power dot and kill your opponents while eating the other dots.

Keep an eye out for enemies that get trapped in dead-end maze areas—it's an easy way to pick them off.

# DESK INVADER!

Invaders are dropping,  
so here's a clue.  
shoot them before  
they get to you!



by Graham Cox ♦ Version 2.0

# DESK INVADERS

**Title:** Desk Invaders

**Version:** 2.0

**Year:** 1991

**Author:** Graham Cox

**Address:** 10 Carpenters Cottages  
Clearwell, Coleford  
GLOS GL16 8JX, England

**Cost:** Free (freeware) or postcard of your hometown

The aliens do not speed up as they get closer to you; as they do in the original game. LC users with 12-inch screens cannot play.

**Players:** 1

**Documentation:** Online help available; separate help file.

**Monitor compatibility:** Runs in 256-color mode only; 13-inch monitor or larger; 12-inch monitors are incompatible. Requires a color-capable machine (Mac II family models).

**Suggested RAM required:** 108k

**Machines tested:** Mac II (RGB 13-inch monitor with System 7 & 7.1); IIsi (System 6.0.7 & 7).

**Movement control:** Mouse and/or spacebar; spacebar is optional to fire.

**Availability:**

**Download time (2400 Bps):** <6 minutes

**AOL:** Games & Entertainment Forum; Arcade Library; type keyword MacGames; file name: Desk Invaders.sea

**CIS:** Go Mac Entertainment Forum; Arcade/Action Games Library; file name: DESKIN.SEA

## GAME SUMMARY

**This is a Space Invaders game in Desk Accessory size. Shoot the aliens before they shoot you.**

## THE SCOOP

Desk Invaders is a great take-off of the 1978 hit Space Invaders, developed by the Japanese company Taito. In the US, Space Invaders became the first big video game hit in the late Seventies, launching the American video craze. It is reported by video historians that more than four billion quarters—about one for every man, woman and child on the planet at that time—were dropped into the Space Invader machines in 1979.

Space Invaders was so big in Japan, it caused a shortage of 100-yen coins (which were used instead of quarters). The Bank of Japan had to triple its production of 100-yen coins to make up

for all the ones sitting in the Japanese Space Invader games.

Desk Invaders is a very good rendition of Space Invaders in DA (Desk Accessory) form. You shoot down the aliens (before they shoot you) by moving your ship back and forth, hiding under three bunkers and firing by either clicking the mouse or using the spacebar. Like the original game, Desk Invaders has the mother ship, but this one drops a smart bomb, which you had better shoot quickly if you want to survive.

You have the option to remove your protective bunkers, making play a bit more challenging.

## AUTHOR BIO

Desk Invaders author Graham Cox was kind enough to designate his program as freeware, so while it's not necessary that you send him a payment for it, you might consider sending him a postcard. Unfortunately, I wasn't able to reach Graham, so he has no bio in this edition of *MacArcade*. If you have information about Graham or Desk Invaders, please pass it along to me, so I can feature the story behind his game in the next edition of *MacArcade*.

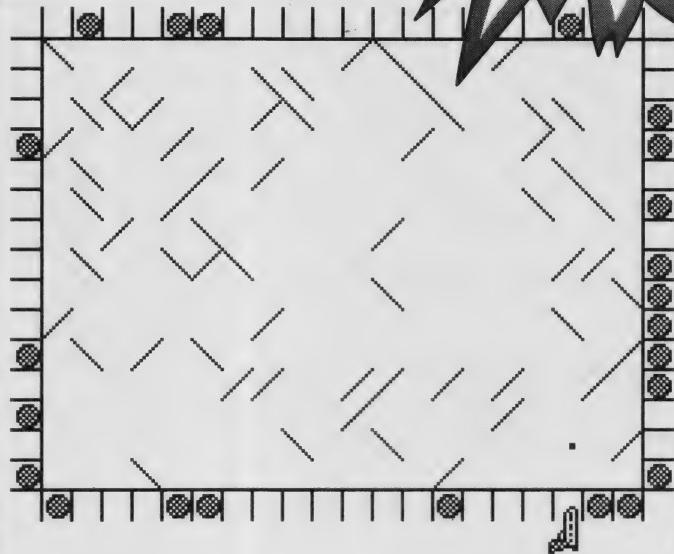
## HINTS & TRICKS



Try to clear one vertical column of aliens so you can get a good shot at the mother ship for 2,000 points. Also, it's in your best interest to shoot away all the lowest aliens immediately, since they will quickly eat away at your bunkers, leaving you more vulnerable to attack.

# RUSSIAN ROULETTE

Fire a bullet  
with a little care;  
hit a barrel  
or dead air.



Fire at will...

by John Lindal ♦ Version 1.0.5

# RUSSIAN ROULETTE

**Title:** Russian Roulette

**Version:** 1.0.5

**Year:** 1991

**Author:** John Lindal

**Address:** PO Box 4092  
Point Dume, CA 90265

**Internet:** jafl@alice.wonderland.  
caltech.edu

**Cost:** \$5

The best part of this game is seeing how many deflectors you can ricochet your bullet against before hitting a barrel. I would like to see a deflector editor in future versions.

**Players:** 1

**Documentation:** Online help and a print option are available.

**Monitor compatibility:** Russian Roulette is a black-and-white game, but it will run in 16- and 256-color mode, displaying no colors.

**Suggested RAM required:** 400k

**Machines tested:** Mac II (RGB 13-inch monitor with System 7 & 7.1); PowerBook 170 (System 7.0.1); Mac Plus (System 6.0.7); Accelerated Mac Plus (System 6.0.7); SE (System 7); LC (System 6.0.7); IIci (System 7.0.1).

**Movement control:** Mouse.

**Availability:**

**Download time (2400 Bps):** <5 minutes

**GEnie:** Games library in Mac Roundtable; file name: RUSSIAN ROULETTE.SIT; file number: 23971



## GAME SUMMARY

**Use your mouse (gun) and shoot the barrels by ricocheting your bullets off deflectors for points, but watch out for the barrel with dynamite in it!**

## THE SCOOP

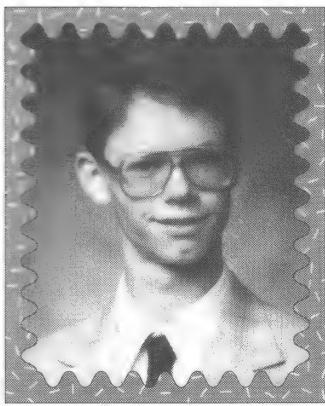
Russian Roulette is a simple but enjoyable time-killer. Your playing field is a square surrounded by 43 barrels, randomly placed, one of which contains dynamite. The barrels are located on the outside walls of the playing area. Within the playing area are angled deflectors. Your mouse turns into a gun when you place it along any side of the square's outside borders. When you fire your gun, the bullet

ricochets off the deflectors and, if you are lucky, finds its way to a barrel that breaks. The fun part of the game is to try to make your bullet ricochet several times before it finds a barrel. If you hit the barrel with dynamite inside, it blows up everything and ends the game.

You can choose the number of deflectors, use a timer or just target practice.



## AUTHOR BIO



Born on May 2, 1972, in Glendale, California, John Lindal still lives in the Los Angeles area. His parents bought him an Apple II Plus when he was 10 years old. He soon subscribed to *InCider* magazine and began typing in the program listings they ran. John spent hours typing in such classics as SSerpent, Create-A-Venture and Presidential Politics.

In eighth grade, he took a computer programming course and discovered the joys of real video games. He frittered away

the rest of the year playing everything from Moon Patrol and Pac-Man to Conan and Bolo. In the meantime, John had begun rewriting the programs from *InCider*. Writing programs turned out to be much more interesting than just using them!

Then, John's eleventh-grade physics teacher asked him if he could write a grading program for her Apple IIe to replace her old, user-fatal one. He spent the first half of his summer vacation writing the program and the first month of twelfth grade debugging it. Two months later, John's English teacher showed him her old grading program, and he decided his was clearly superior. He spent Christmas vacation rewriting his program, and it sold like hotcakes at his high school. John began wondering if there were more programs out there waiting to be written in a user-friendly way.

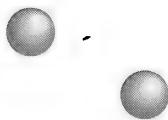
Then the Mac IIx arrived. Ah, real power! After a month of head-banging against Absoft MacFortran and *Inside Macintosh* (Volume 1), John commenced work on a 3D tic-tac-toe program. Then came Mac-Turnover, Black Box, Russian Roulette and Battleship. Finally, John had succeeded in porting all his favorite Apple games to the Mac.





junior at the California Institute of Technology, John now writes software on a commercial level for the professors. He is currently developing an icon-based programming language for the electrical engineering department using Think C and a IIci.

Why write programs? John thinks it's an excellent way to relax. He also enjoys reading, hiking with friends and rollerblading. He speaks fluent Norwegian and is learning German.



## HINTS & TRICKS

You can spend hours trying to shoot all the barrels in this game. To give yourself some feeling of success and encouragement, you might want to shoot the easiest barrels first.

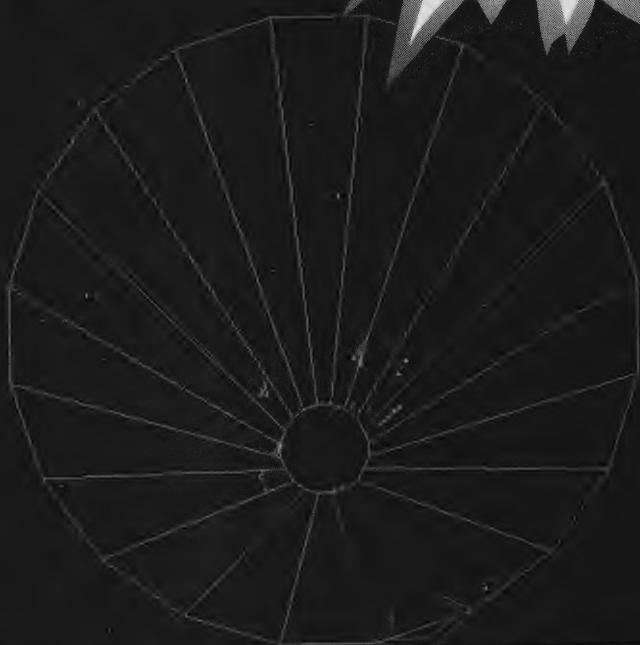
That way, you can build your skill as you go along. Starting with the toughest barrels first is a good way to drive yourself crazy.





# PROJECT J.T.O.R.M.

Rock around the top  
all night,  
shooting everything  
in sight.



by Juri Munkki ♦ Version 0.0B1

# PROJECT S.T.O.R.M.

**Title:** Project S.T.O.R.M (now called Arashi)

**Version:** 0.0B1

**Year:** 1991

**Author:** Juri Munkki

**Address:** Ehrensvardintie 20B8

SF00150 Helsinki, Finland

**Internet:** jmunkki@vipunen.hut.fi

**Cost:** Free (freeware)

This game was never completed by the author because he could not find a corporate buyer for it. There are only eight levels of play in this game. The graphics and sound are great.

**Players:** 1

**Documentation:** Online help available.

**Monitor compatibility:** Runs in 256-color mode (with beautiful colors) or black-and-white mode (with no colors).

**Suggested RAM required:** 800k

**Machines tested:** Mac II (RGB 13-inch monitor with System 7 & 7.1); IIci (System 6.0.7 & 7).

**Movement control:** Mouse.

#### **Availability:**

**Download time (2400 Bps):** <23 minutes

**AOL:** Games & Entertainment Forum; Arcade Library; type keyword MacGames; file name: Archive.sit

**CIS:** Go Mac Entertainment Forum; Arcade/Action Games Library; file name: STORM.CPT

**GEnie:** Games library in Mac Roundtable; file name: STORM.SIT; file number: 21057

#### **Related files:**

STORM LEVELS.SIT; file number: 21986 on GEnie. Special file that lets you customize levels in S.T.O.R.M.

## GAME SUMMARY

A Tempest clone, and a good one at that.  
Shoot the geometric nasties (patterns)  
coming after you in a series of pit-like mazes.

## THE SCOOP

**B**ased on the popular early arcade game Tempest, S.T.O.R.M. sets you up against geometric patterns coming at you in a series of pit-like mazes. You control your shooting and movement

with the mouse while you run around the top of the pit, avoiding the enemy and shooting whatever comes after you. You must battle your way through eight different mazes.



## AUTHOR BIO

Juri Munkki is the main programmer behind Project S.T.O.R.M., now also known as Arashi. He prefers that people use the new name, although that may be hard, since the source code and binaries still use the old name in most places.

Juri was born in Finland in 1967, lived in France from age four to seven and then moved back to Finland. He went to a Finnish-French school in Helsinki, so he speaks Finnish, English, French and Swedish. Though he was never really interested in languages, his skills with them have been a great help.

He now studies computer science at the Helsinki University of Technology and is working on a master's degree.

Juri started programming the Apple II in 1981. His first Mac programs were written in 1984 with MacForth. One of his first Mac programs was a game that used PlotIcon calls for animation. The game was similar to an arcade game called Pengo.

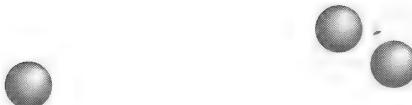
A few years later, the Mac II came out, and, of course, Juri had to get one. The color video opened new possibilities, but Color QuickDraw was disappointingly slow. So Juri wrote his own line drawing routines to see how much faster they could be than those in QuickDraw. The result was an early version of the Arashi vector animation kit. Soon after that, he wrote the first version of the game itself. It only featured the flipper enemies, spikes and the player, but it proved that the hardware could support the game.

Juri showed the early version of his game to several people at a Macworld Exposition, and he even gave out disks to interested parties, but he was disappointed when no one from Macworld contacted him about the game.

The source code has now been released and is posted on the Internet with anonymous ftp at ics.uci.edu (look for Arashi), and it should also be on AppleLink. Juri has placed few restrictions on the use of the source code in hopes that someone will improve the game, giving the Mac world a more polished version of the original.

Juri works part-time for a company called Brossco, and he does most of his software development during December and January. He spends most of his time from May through September windsurfing.

Juri says he answers almost all the e-mail he gets; but he rarely replies to regular mail, so don't expect a response unless you send him e-mail.



## HINTS & TRICKS

Watch out for the long green spikes that will come up and destroy you. Even if you destroy all the nasties and start moving to a higher level, they can still kill you. If you can't find a clear path while moving to a higher level, keep firing. This will clear the spike out of your path, allowing you to move on safely.

Don't let any of the red nasties get to the top of the playing area, since they will walk around the edge and kill you.

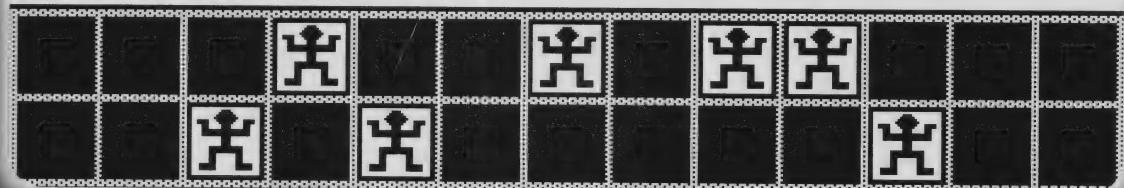


# HANGMAN PLUS

Guess the right word  
and be wise,  
or you won't live  
to see the sunrise!



G



by Ken Winograd ♦ Version 2.1

# HANGMAN PLUS

**Title:** Hangman Plus

**Version:** 2.1

**Year:** 1992

**Author:** Ken Winograd

**Address:** 20-39 Country Club Dr.  
Manchester, NH 03102

**Cost:** \$10

This is a great game for toddlers learning to spell. The ability to add your own words keeps the game interesting.

**Players:** 1

**Documentation:** Online help available.

**Monitor compatibility:** Hangman is written for 16-color mode, but it runs in 256-color mode (displaying only 16 colors) and black-and-white mode (displaying no colors).

**Suggested RAM required:** 256k

**Machines tested:** Mac II (RGB 13-inch monitor with System 7 & 7.1); PowerBook 170 (System 7.0.1); Mac Plus (System 6.0.3 & 6.0.7); Accelerated Mac Plus (System 6.0.7); SE (System 6.0.5 & 7); LC (System 6.0.7); IIci (System 6.0.7 & 7.0.1).

**Movement control:** Mouse or enter a word with the keyboard.

**Availability:**

**Download time (2400 Bps):** <8 minutes

**AOL:** Games & Entertainment Forum; Arcade Library; type keyword MacGames; file name: HangMan Plus 2.1.sea

**CIS:** Go Mac Entertainment Forum; Arcade/Action Games Library; file name: HANG21.CPT

**GEnie:** Games library in Mac Roundtable; file name: HANGMAN PLUS 2.1.CPT; file number: 23233



## GAME SUMMARY

An electronic version of the classic Hangman game. Guess the word or you're hung, pardner!

## THE SCOOP

Before video games began appearing in arcades, several companies, including Atari, tried to market home video games. One of Atari's early games was Hangman.

Ken Winograd has kept the tradition going. In his wildly popular Mac version of Hangman, there are 15 categories of words—from animals to TV shows—that you can choose from, or you can enter your own words. You can also set the number of tries a player gets to guess each word, from six, eight, ten or twelve.

Hangman's animation is the best part of the game. Each time you miss a letter, a picture slowly forms in the game window. It begins with a landscape, then a cactus and people gathering to watch a hanging. If you still haven't guessed the word correctly, a gallows pops up; and with each wrong guess you'll see the rising sun, then a stick figure (presumably you) is fitted with a noose while the sun reaches high noon. If you fail with your last guess, you're hung—your arms and legs flapping in the wind. It's worth it to lose just to watch the hanging!



## AUTHOR BIO



**B**esides Hangman Plus, Ken Winograd has written lots of other shareware applications and games, including Brickles Plus. For Ken's complete bio, see the review of Brickles Plus on page 93.

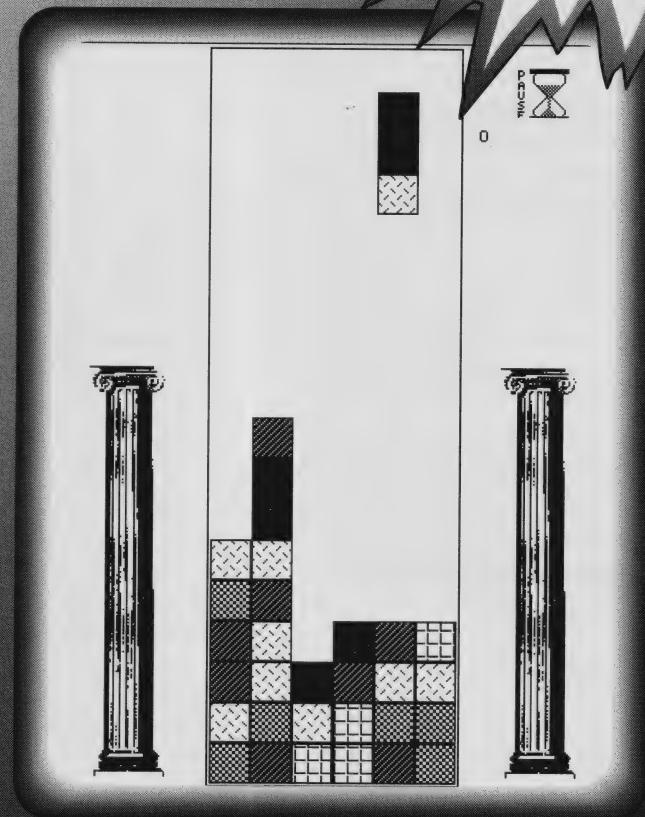
## HINTS & TRICKS

On each of the four corners of the Hangman scene are small rectangles. By clicking on each of them with your mouse, you can change the color of the background, guessing letters, letter choices, fill colors and letter spaces.



# COLUMNS!!!

A Tetris game  
you play with smiles,  
with miles and miles  
of dropping tiles.



by Chris Christensen ♦ Version 1.1

# COLUMNS II

**Title:** Columns II  
**Version:** 1.1  
**Year:** 1992  
**Author:** Chris Christensen  
**Address:** 6901 Chiala Lane  
San Jose, CA 95129  
**Internet:** Christensen#m#\_Chris\*  
@msgate.corp.apple.com  
**Cost:** \$7

Columns takes full advantage of whatever screen size you have, be it a full-page monitor or a Mac Plus nine-inch screen. It looks great on a big screen.

**Players:** 1, or use tournament mode for multiple players.

**Documentation:** Online help available.

**Monitor compatibility:** Columns II is written for 256-color mode, but it will run in 16-color mode (displaying 16 colors) and black-and-white mode (displaying no colors).

**Suggested RAM required:** 256k

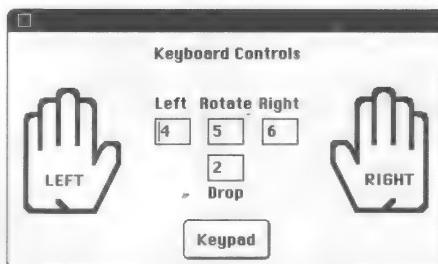
**Machines tested:** Mac II (RGB 13-inch monitor with System 7 & 7.1); PowerBook 170 (System 7.0.1); Mac Plus (System 6.0.5 & 6.0.7); Accelerated Mac Plus (System 6.0.7); SE (System 6.0.5 & 7); LC (System 6.0.7); IIci (System 6.0.7 & 7). Documentation also states it will run on SE/30, IIx and IIci, and that it is compatible with MultiFinder.

**Movement control:** Keyboard is user-configurable for left or right hand. You can also configure a keypad if you have one.

**Availability:**

**Download time (2400 Bps):** <7 minutes

**AOL:** Games & Entertainment Forum; Arcade Library; type keyword MacGames; file name: Columns 1.1.sea or columns1.1.sit



**CIS:** Go Mac Entertainment Forum; Arcade/Action Games Library; file name: CLMN11.SIT

**GEnie:** Games library in Mac Roundtable; file name: COLUMNS.SIT; file number: 21715

## GAME SUMMARY

**Manipulate dropping patterned tiles to form a string of three boxes with the same pattern either horizontally, vertically or diagonally.**

## THE SCOOP

Like Tetris, Columns lets you control the horizontal movement of a falling block that contains three patterns (in boxes). You can also cycle the patterns between the different boxes of each trio. The idea is to connect the patterns in groups of three either horizontally, vertically or diagonally. Not only is this how you score points, but it's also the only way to reduce the height of the columns. If you keep adding pieces to your columns that don't fall into the proper configurations, the columns will grow too large, eventually costing you a "life." You can win extra points for getting a sequence of more than three boxes arranged correctly.

For those who can't think quickly enough, there is a menu option that lets you preview the next piece before it drops.

For added thrills, there is a piece called the bomb. When it lands on your columns, it changes the color of the box

it touches—this could be good news, or it could be bad!

You can change the number of available unique patterns from four to twelve—six is the default. You'll hear a crunching sound when you clear a block of three colors; the bomb makes a ringing sound.

Columns features a tournament mode, so more than one user can play exactly the same game at different times on different Macs. The same blocks will fall in the same order, so many people can play in the tournament. Each user enters the same code number (mutually agreed upon before the game begins), and then the same blocks pass in the same order for both players. You can play your partner even if he or she is in Casablanca. This option isn't just limited to two players, either. You could gather a group of 50 (or 100 or 10,000) Columns players, and they could all enter the same number.

## AUTHOR BIO



Chris Christensen started programming in 1979, during his senior year in high school. His best friend got an Apple II for Christmas, and they started writing games in BASIC. In those days, about three pages of BASIC code would fill up the 4k memory of the machine. Chris says he never got the gaming bug out of his system.

Much has changed since that time. He has received bachelor's and master's of education degrees in computer and sys-

tems engineering from Rensselaer Polytechnic Institute in Troy, New York. His number-one play tester for Columns is his wife Joan, whom he met at Rensselaer. They have been married for 10 years and have two children, who also like to play the "game with the blocks."

Chris's first computer was an Apple IIe, which he won in a contest. When he sold it after a few years, he bought a used Mac Plus. He finally sold his faithful Mac Plus last year, using the money from his Mac Plus and shareware fees to buy a Mac LC.

Chris has worked as a programmer and manager at both Hewlett-Packard and Momenta (one of the first pen-based computer companies) and currently works as a consultant at Apple. (He also worked one summer for IBM, but we won't mention that.)

Chris hasn't gotten rich from Columns, but he has seen some return on his investment of time and effort. "Thanks to all who have written about Columns and to those who have sent their shareware fees," he says. "I don't make a profit from shareware, but it does help keep me in hardware and compilers."

## HINTS & TRICKS

colors on both sides to choose from.

Try to fill the outer columns first, since once you start getting horizontal blocks, it becomes harder to match colors. It is easier to match the horizontal blocks if you have a wall of colors on both sides to choose from.

Another helpful strategy is to plan ahead. If you try to anticipate which blocks might be coming and where you might be able to fit them, it's more effective than trying to deal with each block on a piece-by-piece basis. This strategy can backfire, though, if you take it to extremes. There's never enough time to plan out every move, and if you develop an elaborate scheme based on a certain block or sequence of blocks, you can lock yourself into an unfortunate dead end if luck is against you. Above all, trust your instincts and act swiftly—hesitating and pondering each piece costs valuable time and usually isn't worth it.



# BLOCKER

Use a block  
and squash your foe.  
Watch your enemies,  
not all are slow!

BLOCKER

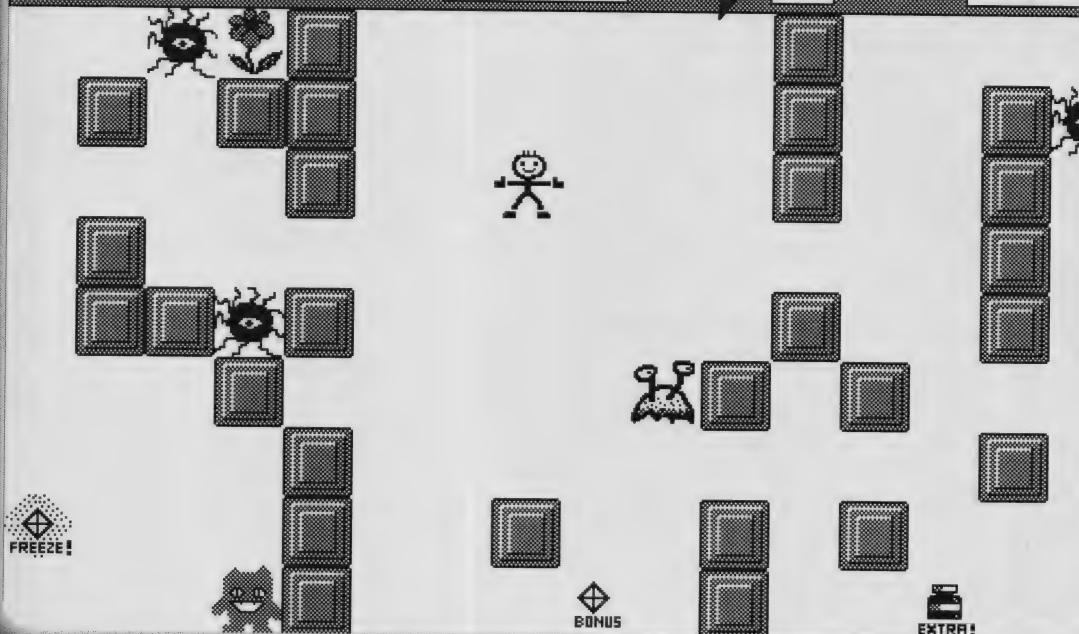
LEFT

STAG

2

SCORE

718



by Hiroyuki Kodani ♦ Version 1.2

# BLOCKER

**Title:** Blocker—Strategic Action Game for Macintosh

**Version:** 1.2

**Year:** 1990

**Author:** Hiroyuki Kodani

**Address:** Corp Kashima 2-302

4-12-12, Kashima, Yodogawa  
Osaka, 532, Japan

**CIS:** 101125,3063

**AppleLink:** FESHK1.DVJ

**Cost:** No set fee; send a contribution.

It is really easy to make your own mazes with the built-in editor. You can have some great games in about five minutes. Save them and send them to your friends.

**Players:** 1

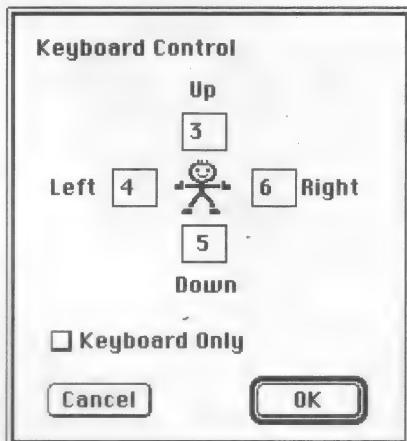
**Documentation:** Online help available.

**Monitor compatibility:** Blocker is written in black-and-white, and while it will run in other monitor modes, it won't display colors.

**Suggested RAM required:** 384k

**Machines tested:** Mac II (RGB 13-inch monitor with System 7 & 7.1); PowerBook 170 (System 7.0.1); Mac Plus (System 6.0.5 & 6.0.7); Accelerated Mac Plus (System 6.0.7); SE (System 6.0.5 & 7); LC (System 6.0.7); IIci (System 6.0.7 & 7.0.1).

**Movement control:** Mouse and/or keyboard. Mouse is recommended for complex game maps. Keyboard commands are user-definable.



**Availability:**

**Download time (2400 Bps):**

<40 minutes

**CIS:** Go Mac Entertainment Forum;  
Arcade/Action Games Library; file  
name: BLCKR1.SIT

## GAME SUMMARY

You are trapped in a maze under attack by a variety of nasties. You can kill them only by squashing them between blocks.

## THE SCOOP

You are in control of the Blocker, a little man who fights his way out of a maze filled with nasties like the Black Eye, Teddy Bear, Spinner, Slug and Death Flower—all of whom will kill the Blocker if he doesn't squash them first. The Blocker can only move one block at a time, so plan your moves carefully.

You have some special help in the form of a Super Block that will zap the nasties if touched; a Power Apple that

lets the Blocker push two blocks at a time; and a Freeze that stops all enemies dead in their tracks for 10 seconds. Other bonuses are available, too—grab them as soon as you can. Each game has 10 stages of play.

The game comes with a built-in editor, so you can create your own game maps with as many beasties as you want. This is an entertaining game and never gets boring since you can create your own game maps.

 <b>Blocker</b> The man you can control.	 <b>Normal Block</b> Blocker can push this block.	 <b>Black Eye</b>	 <b>Slug</b>
 <b>Super Block</b> High power block to zap the enemies. Try it!	 <b>Bonus</b> Special bonus is awarded if the Blocker get this item.	 <b>Teddy Bear</b>	 <b>Death Flower</b>
 <b>Extra</b> Extra Blocker is awarded if the Blocker get this item.	 <b>Freeze</b> All enemies are "freezed" about 10 seconds when the Blocker get this item.	 <b>Spinner</b>	
 <b>Power Apple</b> Blocker can push two blocks at one time if he gets this item.			



## AUTHOR BIO

**H**iroyuki Kodani was born and lives in Japan. He is 31 years old and was employed by IBM in Japan as a system engineer of LARGE systems for seven years, retiring last summer. He has been using the Macintosh since the beige Macintosh Plus. Now he is a president of a small software company, Fes International Co. Ltd. His main business is to develop applications for the vertical market using the 4th Dimension database programming and the C programming language. He says the Macintosh changed his life.

He wrote the game Blocker in his old days, and it was his first program on the Macintosh. He is happy if people like to play his game but regrets to say that there is no time to write another game program because he is so busy.



Avoid getting next to nasties, even if they are blocked; they can sap your power through the cracks between the blocks.



# CANNON FODDER

Cannon Fodder is  
lots of fun.  
Blow your opponent  
to kingdom come!

Battle

<-SCORER->

10



Powder= 49 |   
Elevation= 69 | 

Fire

by John Barnett ♦ Version 3.1

# CANNON FODDER

**Title:** Cannon Fodder

**Version:** 3.1

**Year:** 1989

**Author:** John Barnett

**Address:** Unknown

(address given with  
game is no longer valid)

**Cost:** \$5

Has plenty of configurable  
features for playing the game  
exactly the way you like it.

**Players:** 1 or 2

**Documentation:** Separate manual document available.

**Monitor compatibility:** Cannon Fodder is a black-and-white game and will run on any monitor in any mode, displaying black and white only.

**Suggested RAM required:** 384k

**Machines tested:** Mac II (RGB 13-inch monitor with System 7 & 7.1); PowerBook 170 (System 7.0.1); Mac Plus (System 6.0.5 & 6.0.7); Accelerated Mac Plus (System 6.0.7); SE (System 6.0.5 & 7); SE/30 (System 6.0.7); LC (System 6.0.7) IIci (System 6.0.7 & 7.0.1).

**Movement control:** Mouse.

**Availability:**

**Download time (2400 Bps):** <8 minutes

**AOL:** Games & Entertainment Forum; Arcade Library; type keyword MacGames; file name: CANNON.FODDER.SIT

**CIS:** Go Mac Entertainment Forum; Arcade/Action Games Library; file name: CANNON.SIT; CANNON.MAN is the manual.

**Related Files:**

Be sure to download the manual as well on CompuServe. Also, available on America Online is a file called "Cannon Table Help File," an Excel 3.0 spreadsheet template that lists tables and graphs of cannonball distance based on your powder and trajectory settings.



## GAME SUMMARY

A good battle game in which opponents fire cannons at each other across a battlefield to destroy cannons, hospitals and command posts.

## THE SCOOP

 ccording to Webster's *New World Encyclopedia*, a canon is the "collection of writings that are accepted as authoritative in a given religion." Or, a canon is an "echo form for two or more parts repeating and following a leading melody at regular time-intervals to achieve a harmonious effect." On the other hand, a cannon is a device that can scatter your body parts in a thousand directions. This game promotes the latter.

Cannon Fodder is a highly configurable battle game that can teach you something about the physics of trajectory, which is "a curve in space tracing the points successively occupied by a particle or body in motion." In this case, you'd better figure out your opponent's before he or she discovers yours!

You can choose to do battle (against the computer or another live combatant) in a desert, hills and dales, foothills or

mountains; or you can create your own terrain using a built-in editor.

You also have the option to include hospitals, command posts and trees as targets and obstacles, and to set the point values for each target. You can even award or subtract points if you hit a tree by selecting either the "Rambo" or "Sierra Club" mode, as the game calls them. The sound effects for falling trees and cannon shots are great. The cannon ball animation is also quite good.

You play by using the mouse to select the amount of powder and set the elevation (the trajectory) for each cannon shot. You can even use the Wind menu to set whether a breeze is blowing and how strong it should be. Opponents take turns firing until someone's cannon is blasted into digital heaven.



## AUTHOR BIO

Cannon Fodder author John Barnett asks for \$5 from those who like and use his program. Unfortunately, my letters to John at the Oceanside, CA, address included with the game were undeliverable. And while I did get in touch with a John Barnett in Oceanside, it wasn't the one who wrote Cannon Fodder. If you have information about John or Cannon Fodder, please pass it along to me, so I can include his correct address and feature the story behind his game in the next *MacArcade*.

## HINTS & TRICKS

It is best to make an educated guess with your first shot, watch where it hits, and then try to adjust your trajectory and the amount of powder needed based on the result of the first shot. Raise or lower your cannon barrel by five degrees until you are close to hitting your opponent, then add or subtract by one degree.

You should also use the terrain to your advantage whenever possible. Blowing away hills or mountains may give you a clearer shot at your opponent, but it also makes you more vulnerable to attack.



# NUKE SNAKE

Nuke Snake is a  
frantic game.  
You shouldn't play  
if your reflexes  
are lame.



by David Riggle ♦ Version 1.2

# NUKE SNAKE

**Title:** Nuke Snake  
**Version:** 1.2  
**Year:** 1991  
**Author:** David Riggle  
**Address:** 1253 Golden Way  
Los Altos, CA 94024  
**Cost:** \$10

Would like better documentation and configurable keys and/or mouse control.

**Players:** 1 or 2

**Documentation:** Online help available.

**Monitor compatibility:** Written for 16-color mode, Nuke Snake will play in 256-color mode (displaying only 16 colors) and black-and-white mode (displaying no colors).

**Suggested RAM required:** 250k

**Machines tested:** Mac II (RGB 13-inch monitor with System 7 & 7.1); PowerBook 170 (System 7.0.1); Mac Plus (System 6.0.5 & 6.0.7); Accelerated Mac Plus (System 6.0.7); SE (System 6.0.7 & 7); LC (System 6.0.7); IIci (System 6.0.7 & 7).

**Movement control:** Keyboard or keypad (nonconfigurable).

**Availability:**

**Download time (2400 Bps):** <16 minutes

**AOL:** Games & Entertainment Forum; Arcade Library; type keyword MacGames; file name: NukeSnake.sit

**CIS:** Go Mac Entertainment Forum; Arcade/Action Games Library; file name: NUSK2.SIT

Q	W	E
A	S	D
Z	X	C

Left Player  
(or computer)

U/7	I/8	O/9
J/4	K/5	L/6
M/1	,/2	,/3

Right Player  
(keyboard or keypad)

**GEnie:** Games library in Mac Roundtable; file name: NUKE SNAKE 1.2. CPT; file number: 22861



## GAME SUMMARY

A cross between tank and snake games, Nuke Snake is a fast-paced, shoot-'em-up game.

## THE SCOOP

This fast-paced game gives you control of a nuclear-powered snake! You need to avoid obstacles like snake tails, mines, rocks, explosions and your opponent, who is shooting and firing torpedoes at you.

Using the Extras menu, you can control several features, including the look of the terrain, the presence of mines,

rockets, rubber walls and more. You can increase the speed of the torpedoes or the speed of the entire game. You are always the player on the right if you play against the computer.

Fire your torpedoes and destroy your opponent first. The first player to score 10 points wins. This game is fast-paced.



## AUTHOR BIO

**T**hough I have no reason to believe that Nuke Snake author David Riggle's address is not correct, he had not responded to my request for biographical information by press time, so I have no author bio for him for this edition of *MacArcade*. Nonetheless, don't let that discourage you from sending in your \$10 shareware fee. It's by paying authors for their hard work that you can encourage them to continue producing great shareware games.



Nuke Snake is a fast-paced game, and it can take some time to get used to the controls—but keep at it. The best trick is to shoot out the walls on opposite sides so you can pass

through them and avoid getting shot.



**by Ron A. Kaps ♦ Version 1.1**

**Title:** Bpeede  
**Version:** 1.1  
**Year:** 1992  
**Author:** Ron A. Kaps  
**Address:** 6219 S. 141st St.  
Omaha, NE 68137  
**Cost:** \$5

I would like to see keyboard control. Play is a bit sluggish on slower Macs. Fire button is slow on my Mac IIx. The version posted online is a demo version that lets you play three levels with one life.

**Players:** 1

**Documentation:** Online help and separate ReadMe documents available.

**Monitor compatibility:** Requires 16-color mode to run but will work in 256-color mode with a slight reduction in performance. Runs on Mac II family only; 68020 processor or higher with System 6.0.7 or later.

**Suggested RAM required:** 500k

**Machines tested:** Mac II (RGB 13-inch monitor with System 7 & 7.1); LCII (System 6.0.7); IIsi (System 6.0.7); IIci (System 6.0.7); IIcx (System 6.0.7); IIfx (System 6.0.7).

**Movement control:** Mouse.

**Availability:**

**AOL:** Games & Entertainment Forum; Arcade Library; type keyword MacGames; file name: BpeedeDEMO.sea



## GAME SUMMARY

A great Mac version of Centipede.  
Shoot down the centipedes, spiders  
and ticks before they get you.

## THE SCOOP

 Centipede was one of my favorite arcade games a few years back. Unfortunately, I couldn't master the trackball and never did well with the game. Centipede is also famous for being one of the few arcade games designed and programmed by a woman—Donna Bailey of Atari. In those early days of programming, it was mostly a man's world.

I've been waiting for a good Centipede game for the Mac. There was an early one (called Centipede) back in 1987, but it does not work on newer machines. So it was great to see one come along the week before I finished this book—Ron Kaps's Bpeede!

Bpeede is a desk accessory-sized application, but it has all the elements from Centipede that we know and love: marching centipede segments, mushrooms, spiders, ticks and other critters like the scorpion are all there. The scorpion can poison the mushrooms, which turn purple. Once a centipede (or Bpeede, as the case may be) hits a

poisoned mushroom, it gets nasty, turns blue and speeds up. If you're lucky, you can collect a spray can and some Raid to kill the bugs.

Your gun is at the bottom of the screen, and it is your job to kill the centipedes before they come down and get you. During your battles, watch out for a bouncing spider and falling ticks (that leave mushrooms behind during their descent); both of them will kill you if you aren't careful.

The centipede advances horizontally across the screen—turning when it reaches the right and left edges—and then it drops down a row. The idea is to keep the centipede at bay, but since it also advances a vertical row each time it bumps into a mushroom, it's to your advantage to shoot away the mushrooms (it takes three shots to blow one away).

Bpeede has good sound effects and is more than a little addicting.



## AUTHOR BIO

Ron Kaps is 26 years old and has lived in Omaha, Nebraska, for nearly all his life. Ron's computer experience began with an Apple II Plus back in 1982. He got to know that machine inside and out and taught himself quite a bit. Ron spent his college days at Rensselaer Polytechnic Institute in Troy, New York, where he received a B.S. in aeronautical engineering in 1988. He used his Apple II Plus faithfully and exclusively until about five months ago, when he bought a Macintosh LCII. He is convinced that Apple has created the best operating system in its class and says it is a pure joy to create applications in the Mac environment. With no prior Mac experience, he wrote Bpeede in the first two months he had his new Mac.

His next game, Moonvasion, followed soon after, taking about two months as well. Ron is currently employed as a UNIX systems programmer with Call Interactive in Omaha, Nebraska. It is a state-of-the-art telecommunications service bureau, providing automated interactive voice system services.

Ron's Mac stuff is pure spare time/hobby fun, and he hopes to keep sharing software with the multitudes of Mac users out there.

## HINTS & TRICKS

You might be tempted to shoot the spider as soon as you see it, since it's hard to believe any of those critters could help you, but don't do it. The spider eats the mushrooms, which helps delay the descent of the centipede and clears the screen so you can shoot more easily. But watch out, it will eat you too if you give it the chance. Leave it alone, but avoid it as well.

You should shoot the ticks as soon as you can, since they leave lots of mushrooms in their wake when they drop down the length of the screen.

You can control the speed of the game and make the worms, spiders and ticks move faster or slower by pressing Command + (faster) or Command - (slower).



# MECAROIDY III

Shoot the asteroids.  
beware the ship.  
Stay in the middle.  
that's the tip!

000440

2♦



by Mike & Mitch Bunnell ♦ Version 1.5

# MEGAROIDS II

**Title:** Megaroids II

**Version:** 1.5

**Year:** 1986

**Authors:** Mike and  
Mitch Bunnell

**Address:** Unknown

**Cost:** Free (freeware)

Megaroids runs on newer machines, even if you are running in 32-bit mode. Often, 32-bit addressing interferes with screen draws, and most authors of older games were not clever enough to anticipate this problem and account for it.

**Players:** 1

**Documentation:** Online help available.

**Monitor compatibility:** Runs in black-and-white mode only on any Mac monitor.

**Suggested RAM required:** 384k

**Machines tested:** Mac II (RGB 13-inch monitor with System 7 & 7.1); PowerBook 170 (System 7.0.1); Mac Plus (System 6.0.7); Accelerated Mac Plus (System 6.0.7); SE (System 7); LC (System 6.0.7).

**Movement control:** Keyboard (nonconfigurable).

**Availability:**

**Download time (2400 Bps):** <3 minutes

**AOL:** Games & Entertainment Forum; Arcade Library; type keyword MacGames; file name: StarRoids II

**CIS:** Go Mac Entertainment Forum; Arcade/Action Games Library; file name: MGROID.SIT



## GAME SUMMARY

**A classic game of Asteroids. Shoot the meteors and alien ship before they get you.**

## THE SCOOP

**N**ot to be outdone by the Japanese company Taito and the success of Space Invaders in 1979, Atari came up with Asteroids the same year. Asteroids was a smash hit—a great space game in which you and your ship dodge moving asteroids coming at you from all directions. Your mission is to destroy them before they smash you to dust.

Megaroids II is a great clone of that game, and it's unfortunate that I couldn't locate its authors, because this version rates as one of the best.

Megaroids is a simple game. You fly around the screen, shooting asteroids as you go. The asteroids start as big chunks, but each time you fire, the chunks split into smaller and smaller pieces. You have to blast them all to advance to the next screen full of more asteroids. You get the most points for hitting the smallest asteroid piece.

Two alien ships, first a big one and then a smaller one, come looking for you. Shoot them before they shoot you. The smaller ship is worth 1,500 points.

A hyperspace button instantly transports your ship to a new place on the screen—this can be good when you're about to get creamed from all sides and have nowhere to run. But because you have no idea where you'll be transported, you can end up going from the frying pan to the fire.

You start off with three ships; every 10,000 points you score, you receive a new ship.

I lost lots of quarters on the original arcade game, so I'm glad this game lets me battle asteroids for free!



## AUTHOR BIO

**M**egaroids authors Mike and Mitch Bunnell have written a great knock-off of the classic Asteroids game, but, unfortunately, it would seem that they've moved around a bit since they released their game in 1986. I was unable to reach them in researching *MacArcade*. If you have any information about Mike, Mitch or Megaroids, please pass it along to me, so I can feature the story behind the game in the next *MacArcade*.

## HINTS & TRICKS

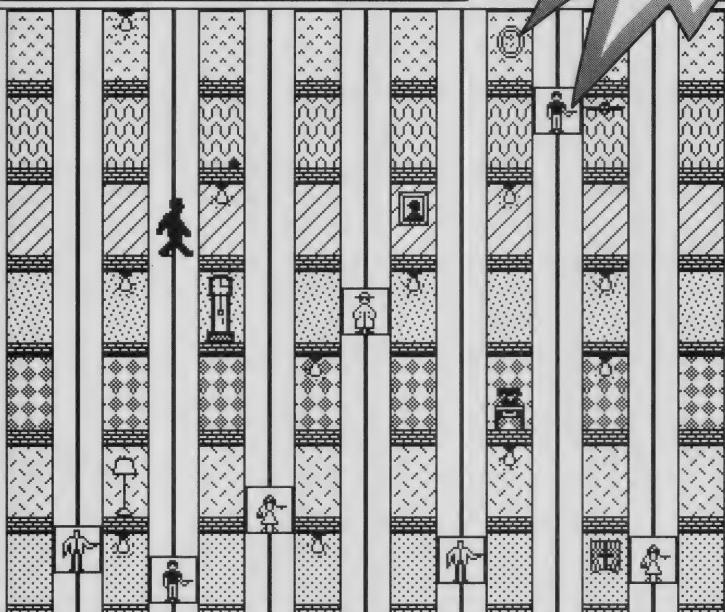


Instead of moving all over the screen, don't move your ship—stay in the middle, spin your ship around constantly, and fire all around. Once you get the hang of how to fly your ship, then you can try moving around the screen. But remember, the more you move around and the faster you travel, the more likely you are to get smashed.

Since blinking into hyperspace can put you in a spot that's worse than where you started, use it only as a measure of last resort. If it's absolutely certain that you will be smashed, and there's no way out of a situation, hit the hyperspace button.

# SOCIAL CLIMBER

Reaching the top  
can be quite a chore:  
even so, you'll want to play  
more and more!



Time 00:05

Level 2

Score 60

High 60

by CSI Design Group ♦ Version 1.0

# SOCIAL CLIMBER

**Title:** Social Climber

**Version:** 1.0

**Year:** 1985

**Author:** CSI Design Group

**Address:** Unknown

(invalid address in game)

**Cost:** Free (freeware)

I remember when this was one  
of the ONLY games for the Mac  
and we played it till we were  
blue in the face. This game is  
not as easy as it looks.

**Players:** 1

**Documentation:** None

**Monitor compatibility:** Social Climber is a black-and-white game,  
but it will run in 256- or 16-color mode, displaying no colors.

**Suggested RAM required:** 384k

**Machines tested:** Mac II (RGB 13-inch monitor with System 7 &  
7.1); PowerBook 170 (System 7.0.1); Mac Plus (System 6.0.3 & 6.0.7);  
Accelerated Mac Plus (System 6.0.7); SE (System 6.0.5 & 7); LC (Sys-  
tem 6.0.7); IIci (System 6.0.7 & 7).

**Movement control:** Keyboard (configurable).

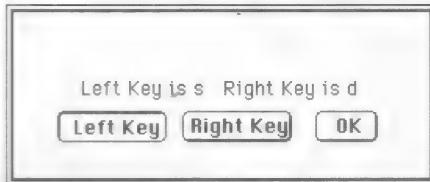
**Availability:**

**Download time (2400 Bps):** <2 minutes

**AOL:** Games & Entertainment Forum; Arcade Library; type keyword  
MacGames; file name: Social Climber.sit

**CIS:** Go Mac Entertainment Forum; Arcade/Action Games Library;  
file name: SCLIMB.BIN

**GENie:** Games library in Mac Roundtable; file name: SOCIAL  
CLIMBER.BIN; file number: 277



## GAME SUMMARY

You run across a series of floors in a tall building, escaping the crush of elevators as you attempt to reach the top floor.

## THE SCOOP

Here's another early shareware game that was popular among user groups when it was released in 1985 and has since become a classic.

The object is to reach the top floor of a huge building by running across each floor and ducking the crush of several elevators, which are all going up and down at random times.

That's all you do, but it's a challenging game. You are given three minutes to complete each level (there are seven floors per level). Avoid getting hit by an elevator, because you lose precious seconds each time.



## AUTHOR BIO

Since Social Climber was one of the first games for the Macintosh, it's not a big surprise that I couldn't get in touch with its authors in the course of writing this book. Maybe *MacArcade* readers will have better luck than I did in reaching them, and if you do have information on CSI Design Group or Social Climber, please pass it along to me, so I can feature the story behind this game in the next *MacArcade*.



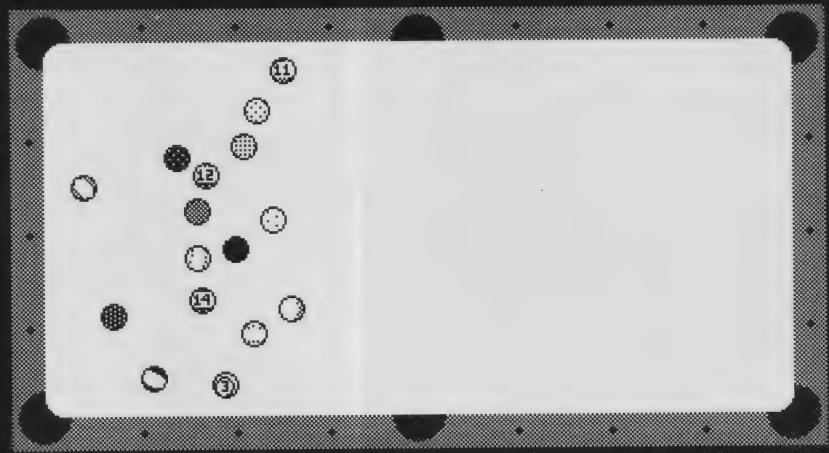
You can wiggle your man back and forth (to avoid getting hit by elevators) as you try to go across the floor, but don't get too close to an elevator, since it will register as a hit. Timing is the name of the game here. The best way to get across is to try to wait for three or four elevators next to each other to go up, then scurry across, keeping an eye on the remaining ones.



# BILLIARD PARLOUR

Minnesota Fats  
you may not be,  
but with this game you  
can do better than he!

Billiard Parlour



by R. Crandall, S. Gillespie & S. Lew  
Version 85.12.08.rec/spg

# BILLIARD PARLOUR

**Title:** Billiard Parlour  
**Version:** 85.12.08.rec/spg  
**Year:** 1985  
**Authors:** R. Crandall,  
S. Gillespie, S. Lew  
**Address:** Metaresearch Inc.  
1100 S.E. Woodward St.  
Portland, OR 97202  
**Cost:** Free (freeware)

It is not like playing the real thing, but it is a good way to learn how to play pool without embarrassing yourself at the pool hall.

**Players:** 1 or 2

**Documentation:** Good online documentation. A technical description is available for programmers that explains the development of the Rascal animation (a special routine that controls the animation of the billiard balls) and the overall project.

**Monitor compatibility:** Billiard Parlour is a black-and-white game that should run on any monitor in any mode, displaying only black and white.

**Suggested RAM required:** 384k

**Machines tested:** Mac II (RGB 13-inch monitor with System 7 & 7.1); PowerBook 170 (System 7.0.1); Mac Plus (System 6.0.3 & 6.0.7); Accelerated Mac Plus (System 6.0.7); SE (System 6.0.5 & 7); LC (System 6.0.7); IIci (System 6.0.7 & 7). Should work on most Macs.

**Movement control:** Mouse.

**Availability:**

**Download time (2400 Bps):** <9 minutes

**AOL:** Games & Entertainment Forum; Arcade Library; type keyword MacGames; file name: Billiard Parlour

**CIS:** Go Mac Entertainment Forum; Arcade/Action Games Library; file name: POÓL.PIT

**GEnie:** Games library in Mac Roundtable; file name: BILLIARD PARLOUR.SEA; file number: 24782



## GAME SUMMARY

A great Mac implementation of the classic billiard games, using your mouse as the cue stick.

## THE SCOOP

Billiards originated in France during the second half of the 15th century. The French encyclopedia writer Larousse called it hygienic and amusing. Charles IX of France supposedly played the game during the massacre of the Huguenots on St. Bartholomew's Day in 1572.

Though I hung up the old cue stick years ago, I spent much of my youth in the old pool halls of Troy, New York, hustling games to feed myself during the Sixties. I still love the game, and this program is the next best thing to being there. Playing Billiard Parlour is a little like watching a Minnesota Fats movie! Remember those overhead shots? That's how you play these classic billiard games, except you use your

mouse as a cue stick. Simply click and drag the mouse behind the cue ball and let go. You determine the direction and velocity of the shot by where you spot your mouse, the angle you line it up with and how far you bring it back (it draws the line of sight).

You can play several different games: billiards, straight pool, eight ball, nine ball, snooker, slop and lag. The animation is very good.

You can put English on the balls, arrange the balls singly, replay a shot and even watch the trajectory of a shot. A special feature lets you magnify a portion of the table so you can place the ball precisely.



## AUTHOR BIO

I was unable to reach the authors of Billiard Parlour to include their bios in this edition of *MacArcade*. But I'd like to give credit where it's due, so if you have information on Billiard Parlour or its authors, please pass it along to me, so I can include it in the next *MacArcade*.

### HINTS & TRICKS

Don't be afraid to use the magnify option on long shots to make sure you get the right angle on the ball. On close shots, you need only bring the cue (your mouse) back about an inch; longer shots require about two inches.

The animation and physics of this game mimic a real pool game almost perfectly. If you know how to make bank shots or other tricky pool shots, you'll be at a great advantage once you master the Macintosh skills needed to play. And if you're an experienced Mac user but not so hot at pool, Billiard Parlour can be your secret weapon in learning to play the real game.



# MISSILE COMMAND

This game may be  
as old as the Mac,  
but it keeps you busy  
when the  
missiles attack!



Round: 2

Score: 20



Enemy left: 9  
Yours left: 24



Destroyed: 1  
High Score: 0

by Robert P. Munafo ♦ Version 3.0

# MISSILE COMMAND

**Title:** Missile Command  
**Version:** 3.0  
**Year:** 1985  
**Author:** Robert P. Munafo  
**Address:** Unknown  
**Cost:** Free (freeware)

**Players:** 1

**Documentation:** None.

**Monitor compatibility:** Missile Command is a black-and-white game and should run on any monitor in any mode, displaying only black and white.

**Suggested RAM required:** 384k

**Machines tested:** Mac II (RGB 13-inch monitor with System 7 & 7.1); PowerBook 170 (System 7.0.1); Mac Plus (System 6.0.3 & 6.0.7); Accelerated Mac Plus (System 6.0.7); SE (System 6.0.5 & 7); LC (System 6.0.7); IIci (System 6.0.7 & 7). Barring software conflicts, this game should run on any Mac.

**Movement control:** Mouse.

**Availability:**

**Download time (2400 Bps):** <1 minute

**AOL:** Games & Entertainment Forum; Arcade Library; type keyword MacGames; file name: Missile 3.0.sit

Here is a game that was written in 1985 and still runs on current Macs. Version 1.0 was written in 1984! It also takes advantage of full size screens.

## GAME SUMMARY

**One of the first (if not *the* first) computer games for the Mac. Protect your cities by blasting incoming warheads.**

## THE SCOOP

nother early game written in 1984, Missile Command was based on the popular arcade game of the same name. I believe Missile Command was the first arcade game to sport a trackball (which I hated).

Missile Command, the computer game, was the first game to make it to user groups. In fact, it was one of the first public domain programs written for the Mac. The user group I belong to devoted an entire meeting to discussing and playing this game. We all sat around our powerful Mac 128k, in awe of the game's graphics. How times have changed!

In this game, you are a sort of Patriot-missile battery commander pitted against incoming enemy missiles. Your task is to protect six cities at the bottom of the screen. Your mouse controls a cross hair; clicking it at the appropriate spot on the screen launches and detonates your own anti-missile missile.

The incoming missiles can turn into multiple warheads, so it's best to get them before they advance too far down the screen. As the game progresses, more warheads are dropped on you at a constantly advancing rate. Unfortunately, you're only armed with 30 missiles of your own—use them wisely.

## AUTHOR BIO

One of the oldest games around for the Macintosh, Missile Command has withstood the test of time. Unfortunately, I wasn't able to reach Robert Munafo—the game's author—so he has no bio in this edition of *MacArcade*. If you have information about Robert or Missile Command, please pass it along to me, so I can feature the story behind his game in the next *MacArcade*.

## HINTS & TRICKS

At the beginning of each attack, try to launch a series of shots along the top of the screen to prevent multiple warheads from developing.

Forget the incoming missiles that will fall in areas where cities have already been blown up. Instead, concentrate your efforts on the cities you have left.

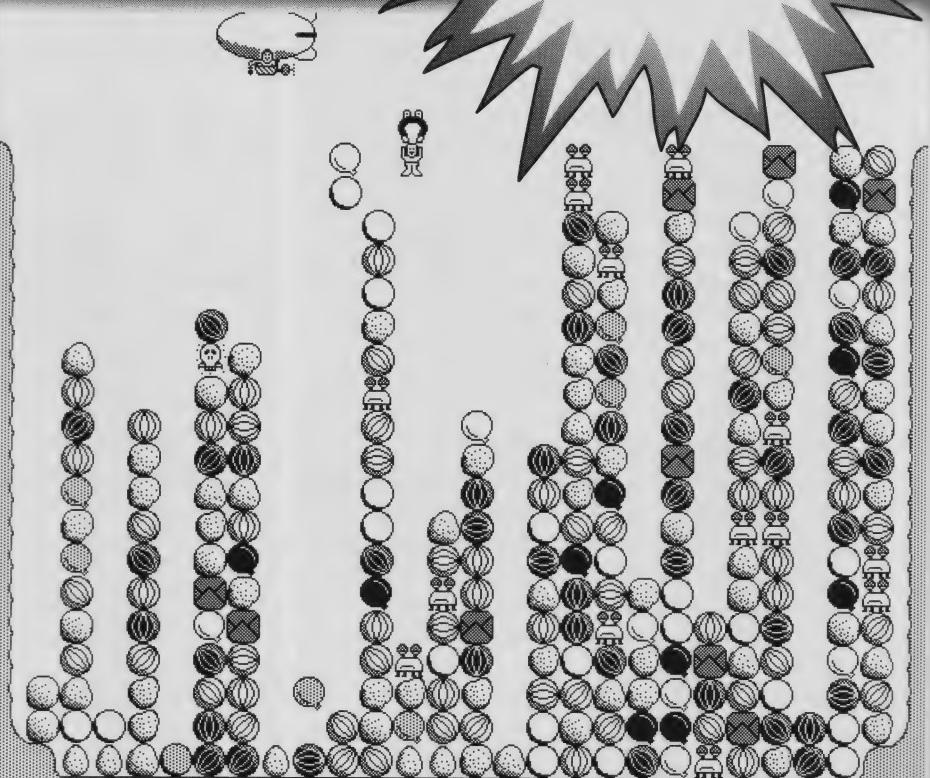
As the game progresses, the incoming missiles will become faster and faster, so you'll need to launch your defensive missiles progressively lower on the screen. Try to time your launches so that the resulting burst from your missiles is at its largest when there are the most incoming missiles around it.

# TOXIC RAVINE

Be a hero and  
rescue the Clones,  
before the toxins  
turn them into bones.

## Controls

ROBOT	
UP	DOWN
LEFT	RIGHT
RELEASE	
SMART BOMB	
UP	DOWN
LEFT	RIGHT
RELEASE	
LAUNCH	
UP	DOWN
LEFT	RIGHT
BALLOON	
DROP BOMB	TURN AROUND
SPEED	
SCORE 000013	
DMG.	



by Glenn R. Wichman • Version 1.1

# TOXIC RAVINE

**Title:** Toxic Ravine  
**Version:** 1.1  
**Year:** 1990  
**Author:** Glenn R. Wichman  
**Address:** 1128 Briarcroft Rd.  
Claremont, CA 91711  
**Prodigy:** MSTF77A  
**Cost:** \$5

The official title of this game  
is Orlando Poon's Toxic  
Ravine Cleanup and Rescue  
Service.

**Players:** 1; stores preferences for up to 10 players

**Documentation:** Online help available.

**Monitor compatibility:** Toxic Ravine is a black-and-white game and should run on any monitor in any mode, displaying only black-and-white.

**Suggested RAM required:** 384k

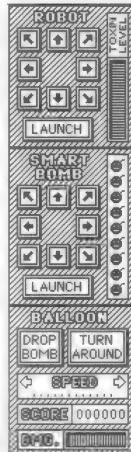
**Machines tested:** Mac II (RGB 13-inch monitor with System 7 & 7.1); PowerBook 170 (System 7.0.1); Mac Plus (System 6.0.3 & 6.0.5 & 6.0.7); Accelerated Mac Plus (System 6.0.7); SE (System 6.0.5 & 7); IIxi (System 6.0.7 & 7.0.1).

**Movement control:** Mouse or keyboard (nonconfigurable).

## Availability:

**Download time (2400 Bps):** <21 minutes

**AOL:** Games & Entertainment Forum; Arcade Library;  
type keyword MacGames; file name: Toxic Ravine



## GAME SUMMARY

**Clean out toxic ravines by flying a blimp over them and dropping bombs on the toxic waste. Rescue trapped clones in underground tunnels and kill the mutated toxic Wraiths.**

## THE SCOOP

In Toxic Ravine, you guide a blimp back and forth over a pit full of toxic waste and send a robot down to rescue PANGS, little people who have been mutated by the excess radiation. Read the online documentation for the full storyline behind the game; it's cute.

You must prevent your ship from suffering 100 percent damage or the game is over. Evil mutated nasties, called Wraiths, will start floating toward you if you bomb the wrong place (like the ravine floor). You have unlimited dumb bombs, but you also have a few smart bombs you can guide down (even though they're smart bombs, you must still aim correctly for them to work). Other bad things can happen to your ship, too; so you need to be on the alert.

When you hear a PANG call for help, you must take your robot down to rescue it. Once the PANG is exposed to the toxic rays, it won't live much

longer. The robot has limited shielding against the radiation, but it slowly dissipates as you move around the ravine. If you don't get the robot back to the ship before it's overexposed to radiation, you will contaminate your ship when you bring it back in.

Once you clear most of the toxins from the ravine, Phase II of the game begins. You must find the entrances to the caves where the escaped clones live. You need to rescue all the clones. Since you do not have a robot during this phase, you rescue the clones by building an escape route with elevators and stone bricks.

The game is customizable—you can change screen sizes or the size of the rocks, select one of several difficulty levels from Trainee to Super-Ace and play one of three versions of the game: clean up only, rescue only or clean up and rescue.



## AUTHOR BIO

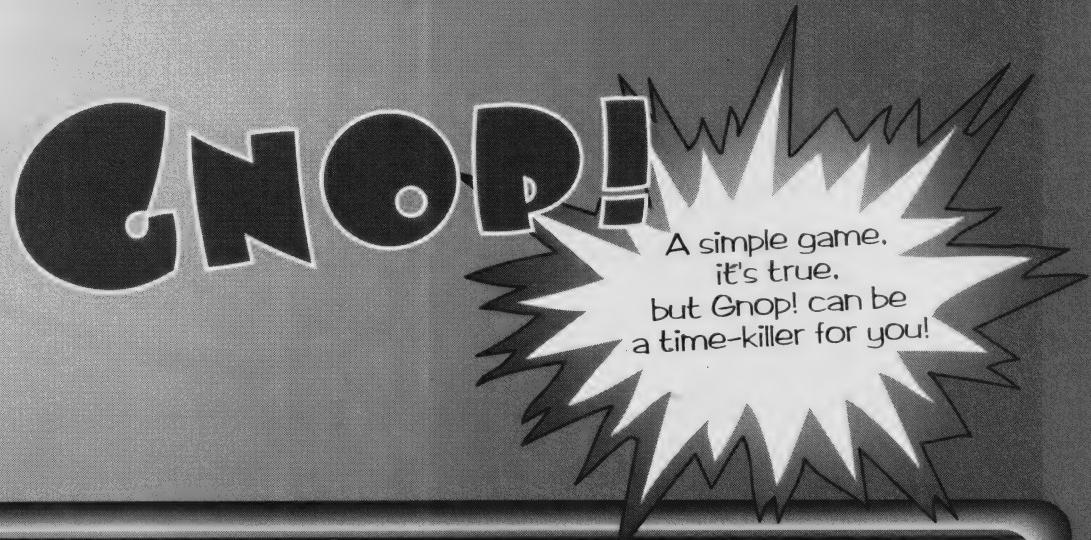
It's a shame that I wasn't able to locate Glenn Wichman because he's come up with one of the most original, creative and fun Mac shareware games I've seen in a long time. If you have information about Glenn or Toxic Ravine, please pass it along to me, so I can feature his biography in the next *MacArcade*.

### HINTS & TRICKS

Here are a few tips from Toxic Ravine author Glenn Wichman's excellent online documentation. They are sure to give you the edge on other players:

- ★ The faster you move about and accomplish things, the more points you will get.
- ★ Avoid hitting the five eggs at the bottom of the canyon—you can't kill them, but they can kill you. Once the egg is cracked, a mutated thing comes up after your ship. Your bomb slows it down but cannot kill it.
- ★ The robot is useful for more than just rescuing PANG clones—use it to move skulls down to the bottom of the ravine.
- ★ Try not to open the caves until Phase II, since your clones cannot escape if the ravine is full of waste.
- ★ Save your smart bombs for Phase II and don't unnecessarily waste them on blowing things up. You can use them as a temporary platform to drop rocks onto since you control their detonation time.
- ★ For lots of points in Phase II, build a maintenance-free escape route; set it up so you don't have to drop any more rescue supplies after you open the caves.





001

● COMPUTER

GNOP! Score to win: 004

PLAYERS

000

by Alex Seropian ♦ Version 1

# Gnop!

**Title:** Gnop!  
**Version:** 1  
**Year:** 1990  
**Author:** Alex Seropian  
**Address:** Bungie Software  
5455 S. Hyde Park Blvd.  
Chicago, IL 60615  
**AOL:** BungieSoft  
**CIS:** 70272,2157  
**AppleLink:** Bungie  
**Cost:** Free (freeware)

If the name of this game  
doesn't seem to make any  
sense to you, try reading it  
backwards.

**Players:** 1 (you play the computer)

**Documentation:** Online help available.

**Monitor compatibility:** Gnop! is a black-and-white game and should run on any monitor in any mode, displaying only black and white.

**Suggested RAM required:** 194k

**Machines tested:** Mac II (RGB 13-inch monitor with System 7 & 7.1); PowerBook 170 (System 7.0.1); Mac Plus (System 6.0.5 & 6.0.7); Accelerated Mac Plus (System 6.0.7); SE (System 6.0.5 & 7); LC (System 6.0.7); IIci (System 6.0.7 & 7).

**Movement control:** Mouse.

**Availability:**

**Download time (2400 Bps):** <15 minutes

**AOL:** Games & Entertainment Forum; Arcade Library; type keyword MacGames; file name: Gnop.sit

**CIS:** Go Mac Entertainment Forum; Arcade/Action Games Library; file name: GNOP.SIT

## GAME SUMMARY

A classic Pong game in which you paddle a ball past your opponent for points.  
Sometimes the simplest ideas are the best.

## THE SCOOP

Gnop! is a good version of the classic game Pong, Atari's first arcade hit in 1972 (Computer Space, Atari's first coin-operated video game, only sold 1500 copies) and is considered the beginning of the video game industry.

However, few realize that Pong and other ball-oriented games go back a few thousand years. The Egyptians had ball games around 3000 B.C.; the Olmecs played a ball game as early as 2000 B.C.

All these ancient ball games shared common features: players used a rubber ball, played on a court of specific dimensions and scored points by driving the ball through or against a goal of some kind. Fortunately, we don't play the game today the way the Aztecs did—they often played until someone dropped dead! In fact, some archaeolo-

gists suggest that the players were actually gladiators of sorts and were decapitated (or had instant "open-heart surgery") if they lost!

With that in mind, it's reassuring to know you're only competing with the computer in Gnop!

Like other Pong games, in Gnop!, you hit a ball past your opponent for points. The computer always uses the left paddle; you use the right. You can change the size of the paddles and speed of the ball. There are three levels of difficulty: novice, intermediate and expert. Gnop! is scored like volleyball—you have to be serving to score a point; otherwise you simply gain or lose the serve. You can set the ending score, decide who serves first, and turn the sound on or off.

## AUTHOR BIO



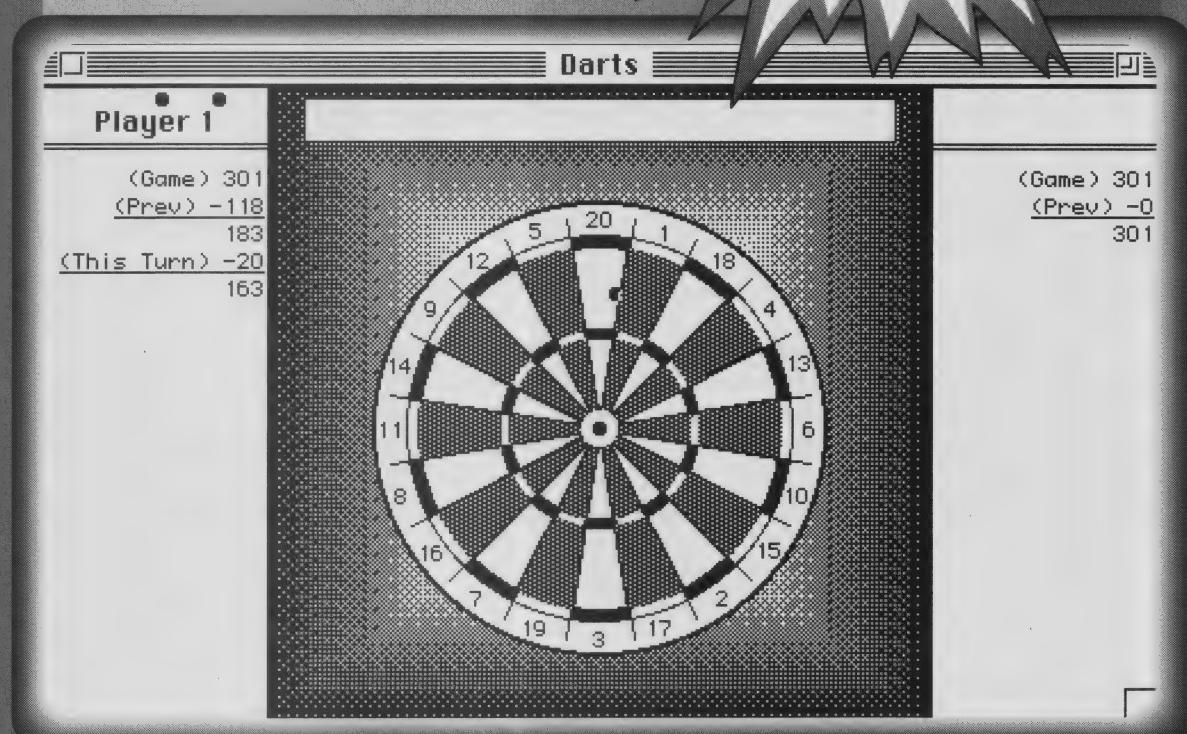
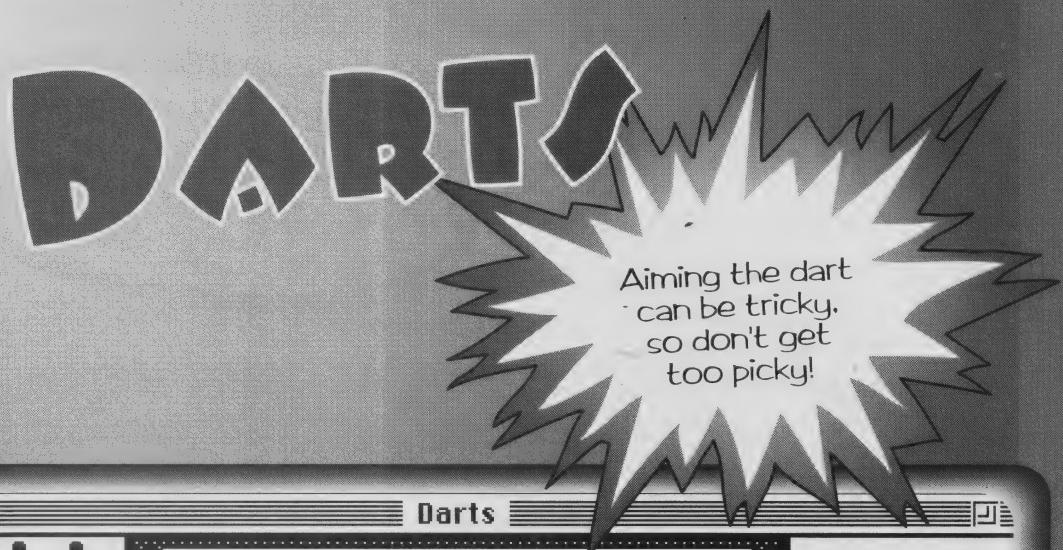
**A**lexander Seropian was born and raised in Ardsley, New York. After doing his time in suburban Westchester, he infiltrated the University of Chicago. Alex believes that four years of dealing with him was apparently enough for the Department of Mathematics, because they gave him a degree and told him not to come back. Proud to still have a 128k Mac, Alexander believes that computer software is a way of life. Having spent a year at software giant Microsoft, he decided to return to Chicago and learn to program. His first program, *Gnop!*, was written on the back of a napkin on the airplane ride

from Microsoft back to Chicago. Currently, he manages Bungie Software Products Corporation, makers of entertainment software for the Macintosh. When he's not consumed by bits and bytes, he spends his time running marathons and playing with the cats.

## HINTS & TRICKS

If you're new to video games, be careful—Pong (and its clones) has probably made video junkies out of more people than any other game around. Its simplicity belies its appeal.

*Gnop!* is also a great game for teaching hand-eye coordination and for getting young kids interested in computers (although few kids seem to need any help with that).



by Bob Boylan ♦ Version 1.5

# DARTS

**Title:** Darts

**Version:** 1.5

**Year:** 1990

**Author:** Bob Boylan

**Address:** 54 Howe Rd.

Coram, NY 11727

**Cost:** No set fee; send contribution.

It seems inconceivable that you could have a good dart game for a computer, but this is a realistic attempt and works well.

**Players:** 1 or 2

**Documentation:** Online help available.

**Monitor compatibility:** Darts is a black-and-white game and should run on any monitor in any mode, displaying only black and white.

**Suggested RAM required:** 384K

**Machines tested:** Mac II (RGB 13-inch monitor with System 7 & 7.1); PowerBook 170 (System 7.0.1); Mac Plus (System 6.0.5 & 6.0.7); Accelerated Mac Plus (System 6.0.7); SE (System 6.0.5 & 7); LC (System 6.0.7); IIci (System 6.0.7 & 7).

**Movement control:** Mouse.

**Availability:**

**Download time (2400 Bps):** <7 minutes

**AOL:** Games & Entertainment Forum; Arcade Library; type keyword MacGames; file name: Darts15.sit

**CIS:** Go Mac Entertainment Forum; Arcade/Action Games Library; file name: DARTS1.SIT

**GEnie:** Games library in Mac Roundtable; file name: DARTS15.SIT; file number: 18793

## GAME SUMMARY

**A good implementation of the great barroom game, Darts takes practice to master using the mouse as a dart.**

## THE SCOOP

**H**istorians believe that medieval English archers invented the game of darts. They carried short, heavy throwing arrows for close combat and would practice their skills by throwing the arrows at the exposed end of a cut-down tree. During winter months, they would hang a cross-section of a tree trunk on a tavern wall and practice throwing there.

The modern game of darts, using a metal shaft, was invented in 1936.

Since you should stand 7 feet, 9 1/4 inches from the dart board, it would take some creative programming to come up with a dart game for the Mac. Programmer Bob Boylan found a way.

Using your mouse as the dart, you can play several favorite dart games: 301,

501, 1001, round-the-clock, cricket in order and cricket in any order. It takes a bit of getting used to the flat perspective, but once you master it, it's a piece of cake. Each player's score is automatically kept by the computer.

The darts are in the upper-left and upper-right corners of the screen, appearing as three dots. You place your mouse cursor near one of the dots, hold down the mouse button and drag it toward the dart board, letting go when you want to release the dart. It doesn't take much of a drag to hit your target. You control the dart's speed by the length of time you hold down the mouse button.

Darts features two levels of difficulty: easy and hard.

## AUTHOR BIO

**B**ringing a real-world game to life on a computer is more difficult than most people think, and Bob Boylan has done a fine job of transforming everybody's tavern favorite into a fun, challenging Macintosh game. Unfortunately, I wasn't able to reach Bob, so he has no bio in this edition of *MacArcade*. If you have information about Bob or Darts, please pass it along to me, so I can feature the story behind his game in the next *MacArcade*.



Dragging your mouse anywhere from one-half to three-fourths of an inch toward the board will usually hit it.

You may not be able to use the computer experience in playing the real game, but it does teach you the rules of several dart games.



# RESOURCE GUIDE

All of the games featured in *MacArcade* are available for download from online services and bulletin boards. But since only one fourth of the 75 million American computer owners also have a modem, there are plenty of other ways to get games (and other shareware) if you do not plan on going online. Macintosh user groups (MUGs) are organizations that meet regularly in hundreds of cities across America. They hold monthly meetings, offer technical help, training, software demonstrations, publish newsletters and keep a library of public domain Mac software and shareware. Many of the games reviewed here can be found in their libraries. And it's easy to find one in your area.

## Finding a user group in your area

There are more than 1,000 Macintosh user groups in the United States and Canada. Most of them have sizable public domain libraries and are a great source for obtaining the games reviewed in *MacArcade*. If you do not know how to get in touch with your local user group, call Apple Computer at (800) 538-9696, extension 500. The operator will give you the name and contact information for a user group near you.

If you would like to join a national user group that specializes in games and education, contact Bob Nordling, head of the National Home & School MUG, which promotes the entertainment and educational capabilities of the Mac by offering support to game enthusiasts, educators and parents introducing their kids to computers.

### National Home and School MUG

Bob Nordling  
PO Box 640641  
Kenner, LA 70064  
(504) 464-6985

## **Getting online**

If you have a modem, you'll be interested to know that most of the games in *MacArcade* can be downloaded from the following online services: America Online, CompuServe and GEnie. In most cases, all 40 games are available from these three services; a few are only available from one or two. See the game's listing for online availability. If you don't subscribe to one of these services, keep in mind that they usually feature introductory offers that give you free time online. For information about the online services call:

- ★ America Online: (800) 827-6364, or call Ventana Press, publishers of *The Official America Online Membership Kit* (10 free-hour offer) (919) 942-0220.
- ★ CompuServe: (800) 848-8199
- ★ GEnie: (800) 638-9636

Another option is the MNS Online BBS where, for the price of the phone call, you can download all 40 games featured in this book. Set your parameters to 8 data bits, 1 stop bit, no parity. Be sure to send in the database form in the back of the book to get free access. The BBS number is (518) 381-4430.

## **Compatibility information**

Since almost no software runs perfectly on every model of Macintosh computer, I've included a compatibility chart to show you which games ran on the test machines I used in researching this book. Just because a machine or configuration isn't listed in this chart doesn't mean the game won't work. For complete details on game compatibility, check the game's individual review elsewhere in *MacArcade*.

## MacArcade COMPATIBILITY CHART

Name	Req'd RAM	Mac+ <sup>a</sup>	Acc Mac+ <sup>b</sup>	SE <sup>c</sup>	MacII IIX <sup>d</sup>	LC <sup>e</sup>	SI <sup>f</sup>	PB170 <sup>a</sup>
1 Diamonds	1500k	N	N	N	Y	N	Y	N
2 Solarian II	1024k	N	N	N	Y	N	Y	N
3 BeamWars	666k	N	N	N	Y	Y	Y	N
4 Glypha II	1248k	N	N	N	Y	Y	Y <sup>g</sup>	N
5 Continuum	384k	N	N	N	Y	Y	N	N
6 Glider +	512k	Y	Y	Y	Y	Y	Y	Y
7 MovoD II	2570k	N	N	N	Y	N	Y	N
8 Spacestation Pheta	400k	Y	Y	Y	Y	Y	Y	Y
9 SnakeTIX	505k	N	N	N	Y	Y	Y	Y
10 Piston	192k	N	N	Y	Y	N	Y	Y
11 Jewelbox	2000k	N	N	N	Y	N	Y	N
12 Iraq Attack	768k	N	N	N	Y	Y	Y	N
13 Pararena	768k	Y	Y	Y	Y	Y	Y	Y
14 Bachman	600k	Y	Y	Y	Y	Y	Y	Y
15 Roboids	384k	N	N	N	Y	Y	Y	N
16 MacMan	100k	Y	Y	N	Y	Y	Y	Y
17 Brickles Plus	256k	Y	Y <sup>3</sup>	Y	Y	Y	Y	Y
18 Minefield	384k	Y	Y	Y	Y	Y	Y	Y
19 Tetris Max	800k	N	N	N	Y	Y	Y	N
20 Slime Invaders	390k	Y	Y	Y	Y	Y	Y	Y
21 RoboWar	400k	Y	Y	Y	Y	Y	Y	Y
22 Sparkz	384k	Y	Y <sup>6</sup>	Y	Y	Y	Y	Y
23 MacBzone	700k	N	Y	N	Y	Y <sup>1</sup>	Y <sup>7</sup>	Y
24 MacChase	310k	Y	Y	Y	Y	Y	Y	Y
25 Desk Invaders	108K	N	N	N	Y	N	Y	N
26 Russian Roulette	400k	Y	Y	Y	Y	Y	Y	Y
27 Project S.T.O.R.M.	800k	N	N	N	Y	N	Y	N
28 Hangman Plus	256k	Y	Y	Y	Y	Y	Y	Y
29 Columns	300k	Y	Y <sup>2</sup>	Y	Y	Y	Y	Y

No.	Name	Req'd RAM	Mac+ <sup>a</sup> Acc Mac+ <sup>b</sup>	SE <sup>c</sup>	MacII IIX <sup>d</sup>	LC <sup>e</sup>	SI <sup>f</sup>	PB170 <sup>g</sup>
30	Blocker	384k	Y Y	Y	Y	Y	Y	Y
31	Cannon Fodder	384k	Y Y	Y	Y	Y	Y	Y
32	Nuke Snake	250k	Y <sup>5</sup>	Y	Y	Y	Y	Y
33	BpeeDee	500k	N N	N	Y	Y	Y	N
34	Megaroids II	384k	Y Y	Y	Y	Y	N	Y
35	Social Climber	384k	Y Y	Y	Y	Y	Y	Y
36	Billiard Parlour	384k	Y Y	Y	Y	Y	Y	Y
37	Missile Command	384k	Y Y <sup>4</sup>	Y	Y	Y	Y	Y
38	Toxic Ravine	384k	Y Y	Y	Y	Y	Y	Y
39	Gnop!	194k	Y Y	Y	Y	Y	Y	Y
40	Darts	384k	Y Y	Y	Y	Y	Y	Y
<b>Playability Percentage</b>			<b>60%</b>	<b>62.5%</b>	<b>60%</b>	<b>100%</b>	<b>82.5%</b>	<b>95%</b>
<b>67.5%</b>								

<sup>a</sup> Mac+ with 2 megs, System 6.0.7  
<sup>b</sup> Mac+ with 25 megahertz accelerator with 4 megs, System 6.0.7, 25 megahertz FPU  
<sup>c</sup> SE with 4 megs, System 7  
<sup>d</sup> MacII/IIX with 8 megs, System 7.0.1, 13-inch RGB monitor  
<sup>e</sup> LC with 6 megs, 13-inch RGB monitor, Multifinder running, System 6.0.7, no FPU  
<sup>f</sup> SI with 5 megs, 13-inch RGB monitor, System 7.0.1, no FPU  
<sup>g</sup> PB170 with 4 megs, System 7.0.1  
Y<sup>1</sup> plays, but is really slow  
Y<sup>2</sup> takes advantage of large monitors  
Y<sup>3</sup> same  
Y<sup>4</sup> same  
Y<sup>5</sup> same  
Y<sup>6</sup> same  
Y<sup>7</sup> very slow  
Y<sup>8</sup> requires 16-color setting only

## MacArcade disk-set sneak preview

The MacArcade two-disk set offers my 10 favorite shareware games. These disks are 1.4 Mb high-density floppies. If your Mac can't read high-density disks, and you can't find a friend who'll copy the games to regular double-density disks (800k) (since these are shareware games, feel free to distribute them to your friends), you can return the disks for 800k versions. See the card in the back of the book for details.

## **Decompressing & Playing the Games**

I've compressed each of the 10 games so that all 10 could fit on the disks. So you'll need to decompress each one before you can play. To decompress the games and start your hours of game-playing fun, drag the game icons (they all look the same, since they were all compressed with the same program) to your hard drive and double-click on each one. Then, to play the game, double-click again.

If you don't have a hard drive, you'll want to decompress each of the 10 games onto a separate disk. Insert one of the companion disks and double-click on the game icon. A dialog box will pop up. If you have only one floppy drive, eject the games disk and insert a blank disk that you want to copy the game onto. You'll then be asked to swap disks until the game is transferred onto your blank disk. Finally, when the game is copied to your floppy, all you have to do is double-click on the game and play.

### **Top 10 DISKcriptions**

Here's a preview of what you'll see on the disks:

#### **MacArcade Top 10 Disk #1**

**READ ME FIRST**—This short text document describes what's on the disk and how to install the games. You can read this with any word processor; if you don't have a word processor, you can use TeachText, Apple's free utility for ReadMe documents, or any shareware text editor, like McSink or MiniWriter. You'll find a copy of TeachText on the system software disks that came with your Macintosh.

**ColorSwitch**—By placing this small Control Panel device in your System Folder, you can switch between the various monitor settings quickly and easily.

**Glider+ 3.2.1.sea**—Ride your paper airplane on air currents through 15 rooms without crashing into obstacles.

**MovoD II.sea**—A spinning tank with an unusual twist, this features plenty of guns and action.

**Piston.sea**—Save the underground cities and their highways by preventing giant pistons from squashing them to death.

**Snaketix.sea**—You control a moving snake with a growing tail. Avoid hitting walls or eating your own tail. Eat apples for points.

**Solarian 1.04.sea**—In this Galaxian/Galaga-type space arcade game, you shoot all the objects attacking your ship. One of the best Mac arcade games ever!

**Shareware Payment Stack**—This is a special HyperCard 2.0 stack that contains a form letter for each of the games described in the book that requests a shareware payment. Just click on the game, print out the form and use it to mail in your shareware payment.

## **MacArcade Top 10 Disk #2**

**READ ME FIRST**—This short text document describes what's on the disk. You can read this with any word processor or use TeachText.

**Beamwars 2.3.1 sea**—Guide your colored beam around an arena without running into your opponent's beams and walls. You can play against the computer or with up to three buddies.

**Continuum 1.03.sea**—Guide your spaceship through various galaxies shooting everything in sight. This is a classic arcade game.

**GlyphalI.sea**—A Joust-like game with sphinxes, this game has you kill the flying sphinxes and their eggs, or be turned into a pile of bones.

**Spacestation Pheta 2.3.sea**.—Your spaceman must climb the stairs grabbing oxygen and keys to unlock an airlock in which he escapes. Each level gets more difficult.

## **Diamonds special**

As you'll remember, Diamonds (my number one pick!) has a commercial version as well. It's produced by Varcon, which is offering readers of *MacArcade* a special price of \$35 for the commerical version of Diamonds.

If you like the shareware version, you may want to take advantage of this offer. The commercial product features a level editor to create your own challenging games that you can share with your friends. This version also supports a black-and-white mode for non-color Macs. Diamonds 2.0 comes in a beautiful suede Diamonds bag that has its own booklet, "101 Uses for your Diamonds Bag." And there's a surprise in every bag. Contact Varcon at (619) 563-6700, or 10509 San Diego Mission Rd., Ste. K, San Diego, CA 92108.

## **Bombs away!**

If your Mac bombs when you're playing any of these games, don't throw away the game without checking for Init conflicts first. Inits (called Extensions under System 7) are little programs that patch into the guts of your Macintosh's operating system each time it starts up. Each Init does something different; some are drivers for CD-ROM drives, others may scan for viruses. There are literally thousands of different Inits out there.

If you are running several Inits, it's possible that they could conflict with each other and cause your game to crash. If that happens, disable your Inits, and then restart and play the game again. If the game continues to crash, then you know it is the game, not the Inits, that is the problem. But if the game doesn't crash after you disable your Inits and restart, then enable your Inits again, one by one, until the game crashes again when you play it—then you'll know you have isolated the culprit. On my Mac II, I have 15 Inits and none of the games has crashed.

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# COLODHON



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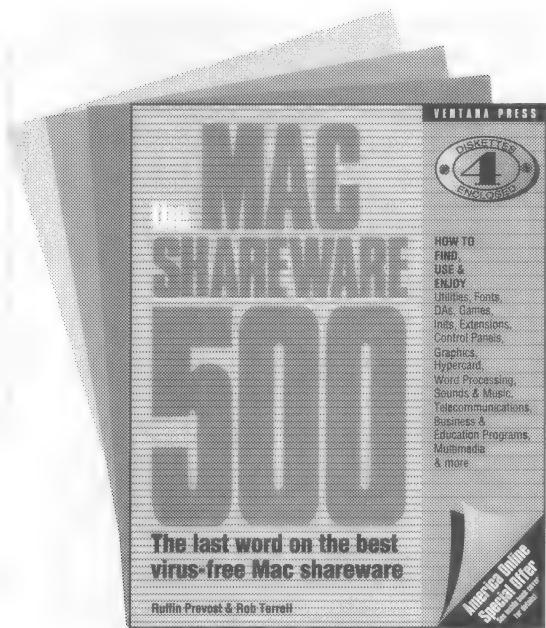
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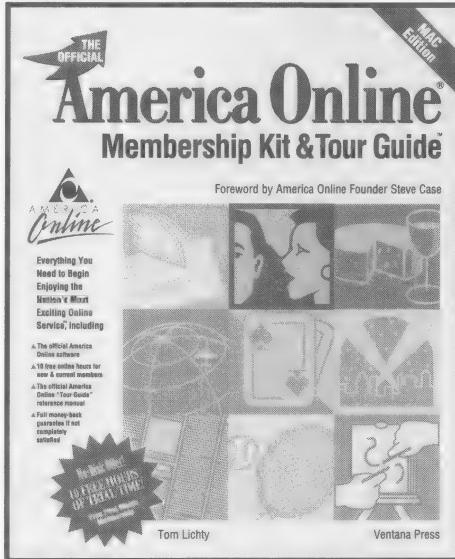
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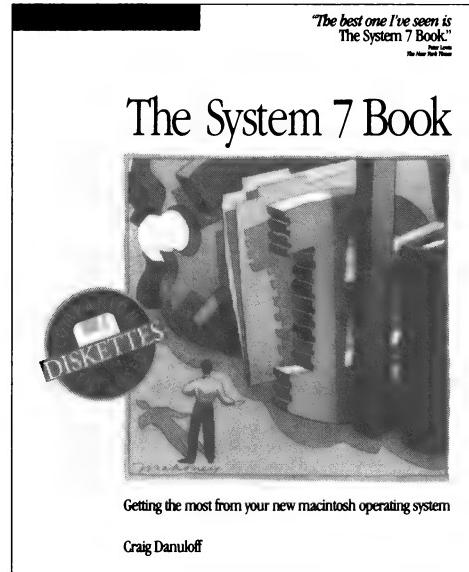
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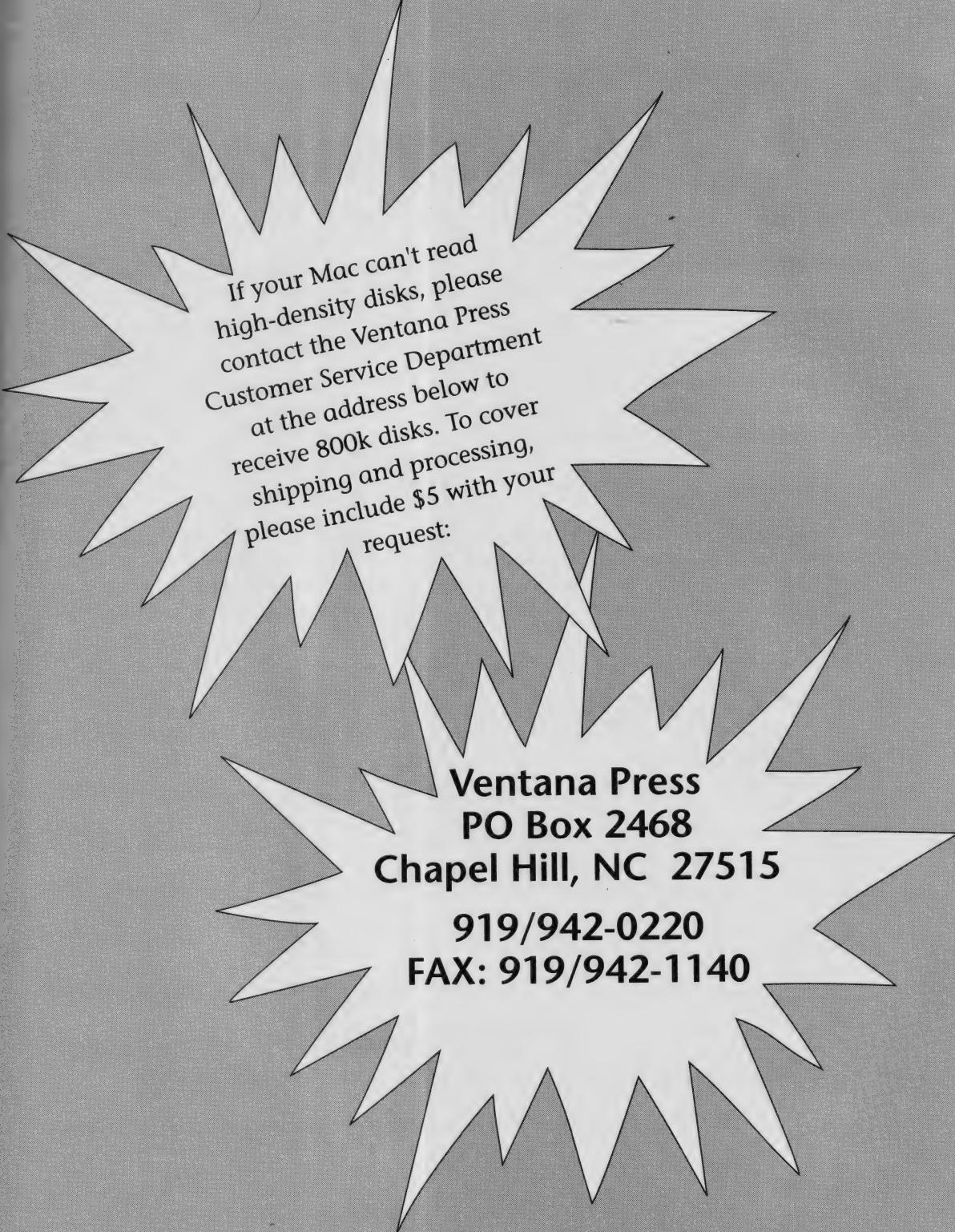
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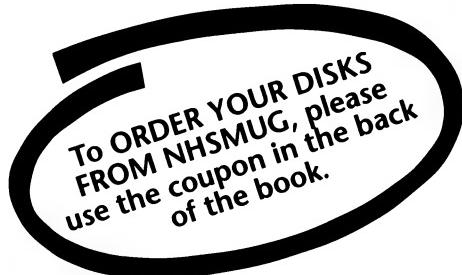
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